



The Complete Starter Set

Advanced **Dungeons & Dragons**[®] GAME

Epic role-playing
adventures with
knights, dragons
and magic.





PLAYER'S HANDBOOK

Advanced Dungeons & Dragons®



INTRODUCTION TO

Advanced Dungeons & Dragons®

WORLDS OF ADVENTURE Game

Introduction to the Player's Handbook

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Design: Bruce Nesmith
Editing: Julia Martin and Thomas M. Reid
Art Coordinator: Peggy Cooper
Cover Art: Jeff Easley
Interior Art: Bruce Eagle, Jeff Easley, Paul Jaquays, Walter Velez and Robin Wood
Graphics Coordinator: Sarah Feggstad
Graphic Design: Dee Barnett
Electronic Prepress Coordinator: Tim Coumbe
Typography: Angelika Lokotz
Production: Paul Hanchette

TSR, Inc.
 201 Sheridan Springs Rd.
 Lake Geneva
 WI 53147
 USA



TSR Ltd.
 120 Church End
 Cherry Hinton
 Cambridge CB1 3LB
 United Kingdom

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Introduction



You have just entered a world of adventure and excitement! You have entered the world of fantasy role-playing games. This is the *Introduction to ADVANCED DUNGEONS & DRAGONS*® game. It is the simplest version of the world's most popular role-playing game, the AD&D® game. If you have always wanted to know more about "that DUNGEONS & DRAGONS® game," this is the perfect place to start.

Speaking of perfect places to start, have you listened to the CD yet? If not, put it in and play the introduction, starting with track 1. It will last for two tracks. Stop the CD when the narrator tells you to stop the CD player and read the Basic Rules in the *Introduction to the Player's Handbook*.

What Kind of a Game is the AD&D® Game?

The ADVANCED DUNGEONS & DRAGONS game (usually called the AD&D game, for short) is about noble knights and crafty wizards. It is a game about brave heroes fighting dragons and rescuing kingdoms. You get to fight powerful monsters and defeat the mad plots of evil wizards. It is about the times of Merlin and King Arthur, when swords and magic ruled.

Most of all, the AD&D game is about imagination. You get to be the knight in shining armor or the noble, good wizard. It's a game of role-playing. The better you are at pretending, the more fun you will have with the game.

What is a Role-Playing Game?

There are all kinds of games: card games, board games, sports games, word games, and others. They all have several things in common. Games have rules that the players have to follow. Games end when a player or a team of players wins by the rules. Usually this means the winner or winning side has the most money or the most points.

Role-playing games are different. They are like no other type of game you have ever played. Role-playing games have rules, but not like other games. The rules can be changed or made up on the spot.

The best way to understand role-playing games is to watch one being played. We've given you a CD that lets you do that. You cannot see the players, but you can hear them.

Contents of the Game Box

This box contains:

- This *Introduction to the Player's Handbook*
- The *Introduction to the MONSTROUS MANUAL*®
- The *Introduction to the DUNGEON MASTER*® Guide (for the Dungeon Master only!)
- One double-sided color map sheet
- The CD in its case
- The DUNGEON MASTER screen
- 6 player character cards, 1 player character sheet card, and 1 town map card
- 6 plastic player character figures
- 7 dice

How Do I Win?

A role-playing game does not end like other games. Nobody keeps score. Each adventure tells how the players can win it. Sometimes the players know right away how to win. Sometimes part of the adventure is figuring out what they have to do to win.

Unlike regular games, winning a role-playing game adventure does not mean the game is over. The brave heroes who won the first adventure go on to play another one. Anything that happened to them in

that first adventure will affect what happens in the next one. For example, if a knight found a magical sword in the first adventure, he gets to keep it and use it in the next one.

How Do I Play?

Most board games have a playing piece that stands for you in the game. Usually it is a piece of plastic you move around on the board.

In a role-playing game, your playing piece is the character. There is a plastic figure for the character, and a big card with his picture on one side. The game comes with six ready-made characters on cards. Take them out and look at them now.

Some of the numbers will not make sense just yet. When you get further into the rules, you will learn how to use the numbers. For now, don't worry about it.

In a role-playing game you are not limited to doing only certain things. Since you are pretending to be a person, not just a hunk of plastic, you can try to do anything a real person can do. However, just because you try to do it does not mean it will work.

The AD&D game can be played by 2 to 7 players. One of the players must be the Dungeon Master. He does not get a character card. We will talk more about what the Dungeon Master does later. The other players should all pick out character cards. The person who is going to be the Dungeon Master should read over some of the character cards too, to get used to what characters can do and what equipment they start with.



Player Characters



As you move around on the board, you will be moving your plastic playing piece. When you want to do something other than move, your character card tells you how to do it. Unlike in most games, in the AD&D game characters are supposed to be pretend people, not just pieces of plastic. Your character is not you. A character is somebody you pretend to be, kind of like a part in a play.

One of the most interesting and exciting things about characters is that they keep growing! Things that happened to a character the last time you played make a difference the next time you play. Each time you play, your character gets better and better.

To get ready to play, you only need to do three things.

- Choose a Dungeon Master (a DM).
- Have everyone else pick a character card.
- Get some scratch paper and pencils.

Sounds pretty simple, huh? This game comes with six character cards. On the front of each card is a picture of the character and his game attributes. On the back is a description of what the character can do besides move. The description also covers what happens when the character advances in ability. Pick out a character card to look at while reading the rest of these rules. Don't worry about the back of the card for now. Just pick one with a picture that you like. You can change your mind about what character to play later.

Before you play your first adventure, the players and the DM only need to read the Basic Rules section of the Rules chapter. After the first adventure the DM should read the Expanded Rules section. The players will also need to learn most of the Expanded Rules. The DM may explain the Expanded Rules to them, or they may read the chapter themselves. Players will each need an extra sheet of paper to write down things that change frequently about their characters. You can photocopy the back of the AD&D Game Character Record Sheet (which is used for making your own characters—explained later), or you can just use a sheet of blank paper.

Player Characters



What the Scores Mean

The six ability scores have different uses in the game and are important when you are deciding on a class for your character.

Strength (abbreviated Str): is raw physical power. Very strong characters can fight better and perform other feats of strength, like opening stuck doors, better than characters with low Strength scores.

Dexterity (Dex): is the character's balance and coordination. Characters with high Dexterities are graceful and can shoot well. They are harder to hit in combat, since they are so nimble. Thieves need good Dexterity scores.

Constitution (Con): is a measure of the character's toughness and endurance. Characters with good Constitutions don't get sick very often and are in good shape.

Intelligence (Int): reflects how much a character knows. Characters with high Intelligence can figure out puzzles and riddles faster than other people. Wizards need a good Intelligence to understand the workings of magic.

Wisdom (Wis): is a character's common sense. Everyone knows someone who is "book smart" but doesn't seem to have a lot of common sense—that's the difference between a high Intelligence and a high Wisdom.

Charisma (Cha): is a character's leadership ability, attractiveness, and ability to convince others to do what they want. Characters with high Charismas are born leaders and inspire loyalty in their followers.

Character Class

The most important difference between characters in the AD&D game is character class. There is at least one card for each of the four character classes. Each class is good at something special. You should decide what character to play by looking at the things the character can do. Pick the one that is the most exciting to you.

Fighters: Fighters are big and strong. They are the best with a sword. They tend to fight first and think later.

Wizards: Wizards are smart but not very strong. They get to cast powerful and clever spells. They think before they fight.

Thieves: Thieves are fast and nimble. They are good at being sneaky. They can find traps and open locks.

Clerics: Clerics are tough and brave. They heal and protect with their spells. They are the second best in battle, next to fighters.

Humans, Elves, and Dwarves

All player characters have a class and a race. Characters' classes are sort of like their jobs. They are fighters or wizards because that is what they learned to do. Player characters are born to different races. The character is either born a human, an elf, or a dwarf.

Most characters in the AD&D game are human. If this is the first time you are creating a character, we recommend you do not use the elf or dwarf character cards.

There are some advantages to being an elf or a dwarf. There are also some problems. The character cards for the dwarf fighter and the elf fighter/wizard cover what is different when dwarves play fighter-class characters and elves play fighter/wizard multiclass characters. The *Player's Handbook* to the AD&D game describes other classes dwarves and elves can be, and even other races a player character can be.

Elves: Elves live in forest cities and protect nature. They appreciate beauty and harmony and get along well with the animals of the forest. They are often fascinated by magic.

Dwarves: Dwarves live in underground cities carved in precise detail from stone. They like gold and gems. They are powerful warriors and resistant to magic.

What's Next?

You need to read more of the rules before playing the AD&D game. The next chapter (the Basic Rules chapter) explains the basic rules of the game. In most cases, you can learn the rules as you play.

The player who is the DM will have to learn most of the rules before playing the game. Since the DM is in charge, the Dungeon Master must at least understand the basics of the rules.



Rules



Basic Rules

There are very few basic rules for the AD&D game. The main reason for this is that the Dungeon Master is in charge of the game and its rules. If something comes up while playing that is not covered by the rules, the Dungeon Master decides what to do. She might make up a die roll to decide what happens, or she might just decide what happens based on what would be fair or what would work best this time to make the adventure fun. Since one of the players is in charge of the rules, that means the rules can be fewer and simpler.

The basic rules include moving, fighting, casting spells, and getting experience (character levels). Everything else is extra. The first adventure can be played with just these rules. This section covers these basic rules. You need to read the rules in the next section (the Expanded Rules) to play the other adventures.

Dice This game comes with some funny-shaped dice. There are 4-, 6-, 8-, 10-, 12- and 20-sided dice. Take a moment to look at them. There is an extra 10-sided die that is marked with 10, 20, 30, etc. This die is used to roll numbers from 1 to 100. Pick up the regular 10-sided die and this special die. Roll the two dice at the same time. The two dice together give you a percent score. For example, if the special die reads 20 and the regular die reads 4, the percent score is 24. Pretty easy, huh? If the special die comes up 00, then the score is only what is on the regular die. If the special die comes up 00, and the 10-sided die comes up 0, that is a percent score of 100.

When we write about the dice, they are shown as d4, d6, d8, d10, d12, d20, d100. It is shorter to write them that way. If you need to roll more than one of them, an extra number is put in front. For example, 2d6 means roll two 6-sided dice and add them together.

One last note on dice. Sometimes you see numbers added on the end of a die roll, like 2d6+3. That just means to add 3 to whatever the die roll is. In this case, roll two 6-sided dice, add them, then add three.

Time and the Round

To keep the game simple, time is measured in rounds for fighting and casting spells. *One round is one minute.* A round is one minute for the *characters*. It usually is not a minute for the players. It may take the players more or less time to decide what to do in a round, but in the pretend world of the game, only one minute passes.

What makes a round special is that in one round, player characters can each try to do one thing. That can be making one attack, casting one spell, running, climbing a wall, or whatever players want their characters to do. Characters are allowed to move up to half their movement limit and still attack, cast a spell, or perform some other action in one round. After everyone has tried to do one thing, that round is over and the next one begins. The backs of the character cards list what each character can usually do in a round.

Rules



Moving As we said above, player characters are more than just hunks of plastic on a game board. They are pretend people moving around in a pretend place. The maps sheets used in the *Introduction to ADVANCED DUNGEONS & DRAGONS* game have a scale of 1 inch for every 10 feet. So, if players want their characters to move 60 feet, they move their figures 6 inches on the map sheet.

Time and Movement

- 1 round = 1 minute
- Characters move up to 120 feet per round (12 inches on the map sheet).
- Dwarf characters move up to 60 feet (6 inches on the map sheet).
- Characters can move half their total allowed movement and still make an attack in the same round.

The maps have squares marked on them, just like a regular game board. However, the characters (or the monsters) do not have to be “in” a square. The squares are only there to help measure how far away things are.

Each square is 1 inch wide. So if a character moves a male wizard 60 feet, the player just moves the wizard figure six squares on the map sheet. The wizard does not have to end up completely in a square. He can be on the lines, in a corner, or anywhere in the place shown on the map that a person could stand—wherever the player wants him.

Real people can only walk or run so far in one minute. Since the character is a pretend person, it makes sense that the character should not be allowed to move any farther in a single round. In one round, a character can move up to 120 feet, which is shown as 12 inches on the map sheet. This is written as just a 12 on the character card. Some things can slow a character down. Dwarves are slower because they have short legs. Also, the DM may decide at some point that



Rules



some characters must move slower because they are carrying a lot of weight or are hurt. Eventually, you may play adventures without a map, just by imagining what is going on in your head.

Fighting Fighting monsters is a big part of the AD&D game. Whenever a fight starts, there is a simple list of things to do each round. They must be done in order.

Order of Fighting

- (1) DM secretly decides what the monsters will do.
- (2) Players take turns each saying out loud what their characters are going to try to do.
- (3) Roll for initiative.
- (4) Whichever side won initiative rolls all of its attacks.
- (5) Whichever side lost initiative rolls all of its attacks.

Deciding What To Do: After the players decide what their characters are going to do, they cannot change their minds later. When it comes time to actually do the action, it might not be possible, or it might be just dumb to do it. In that case players can always choose to have their characters do nothing instead of what they declared. They cannot have their characters do something different.

For example, a player says her female fighter will attack an ogre this round. However, the ogre wins initiative and surrenders before the character can attack. The character has only two options. She can attack, or she can do nothing. She cannot attack a different monster this round.

Initiative: Each side of a battle rolls for initiative. *Initiative* is just a fancy word for attacking first in a round. Each round initiative is rolled again to see which side attacks first that round.

Initiative is rolled on a 10-sided die. The DM rolls for the monsters. One of the players rolls for the heroes. The side that rolls the *lowest number* goes first. If there is a tie, reroll it.

THACO: If you look on a character card, you will see a line for *THACO* followed by a number (probably a 20). Some characters have different THACOs depending on what weapon they are using or if they are attacking in a special way (like the thief's backstabbing ability). THACO stands for "To Hit Armor Class 0," but don't worry about that. All you need to know is that the THACO measures how good your character is at attacking. The lower the number, the better. Every character has a THACO of 20, except the fighter. Some characters get better THACO scores as they go up in level. Fighters always have the best THACO.

Armor Class: The fronts of the character cards also have a line for *Armor Class*. Often Armor Class is abbreviated to just AC. Armor Class measures how hard it is for a monster to hit your character. Just like THACO, lower numbers are better. A human being without any kind of armor has an AC of 10. An AC of 1 is fantastic!

Attack Roll: When it is time to attack, a player subtracts the die roll of a d20 from his or her player character's THACO. If the result is less than or equal to the monster's AC, the attack hits. the higher the die roll, the better.

When monsters attack, they do exactly the same thing. The DM rolls a 20-sided die and subtracts the result from the monster's THACO. If the result is equal to or less than the character's AC, the monster hits.

If monsters or player characters get more than one attack in a round, they roll a separate 20-sided die for each attack.

How to Attack

- (1) Roll a 20-sided die.
- (2) Subtract the die roll from the character's THACO number.
- (3) If the result is less than or equal to the monster's AC, the attack hits.

If the Attack Hits . . .

- (1) Roll damage.
- (2) Subtract the damage from the monster's hit points.
- (3) Monsters die when they run out of hit points.

Let's go through an example:

	Male Fighter	Monster
THACO	19	17
Armor Class	4	7

The fighter rolls a 20-sided die and gets a 14. The fighter's THACO of 19-14 (the die roll) = 5. The fighter hits Armor Class 5 or worse (numbers higher than 5). He hit!

In fact, any attack roll of 12 or higher (19-7) would have hit the monster. Using the example THACOs and ACs above, roll some attacks and practice figuring out the attack roll. Make sure to have the monster attack the fighter, too!

Damage: Once you figure out that an attack hits, you get to roll damage. This is how badly the monster was hurt by the attack. Each weapon has a die roll used to figure out the damage it does.

For example, a sword does 1d8 points of damage. That means that if a monster is hit by a sword, the player gets to roll an 8-sided die to see how much damage his or her character does. If a player's female cleric hit with her mace, it would do 1d6+1 points of damage, so the player would roll a 6-sided die and add 1 to the result to see how much damage her character did.

Hit Points: Player characters and monsters have hit points. This is how many points of damage they can take before dying. It does not take many blows from a sword or many bites from a monster to kill. When a monster has no hit points left, it is dead.

Rules



Player characters are not dead when they reach 0 (zero) hit points. Instead they fall unconscious. They do not die until they lose 10 more hit points. When characters reach -10 hit points, they are dead. Their players must start new characters.

Casting Spells

Wizards and clerics have the option to cast magical spells. Casting a spell is an action. This means that characters casting a spell cannot move more than half their maximum distance in the same round. They also cannot attack with a weapon or try anything hard, like climbing walls, in the same round. Once a cleric or a wizard casts a spell, the player should mark it off. That spell can't be cast again until the character has rested and memorized it again.

Spells ignore THACO and Armor Class. Most of the time, the spell works automatically. Some spells give characters a chance to avoid their effects. Characters and monsters avoid spells in a completely different way than they avoid weapons. When a spell is cast, the target of the spell rolls a saving throw. In most cases, if the roll is high enough, the spell does not affect the target.

The spells are listed in the Wizard's Spells and the Cleric's Spells sections at the back of this book. Many more spells and the rules for how player characters can go higher than 5th level are contained in the *AD&D Player's Handbook*. The *Introduction to ADVANCED DUNGEONS & DRAGONS* game, which provides an introduction to the AD&D game, only covers up to 5th-level character growth.

Saving Throws: The saving throw number for each character is found on the front of each of the character cards. The saving throw number for monsters is found in the adventure text or in the description of the monster in the *Introduction to the MONSTROUS MANUAL*™.

A saving throw is made by rolling a 20-sided die. If the number on the die roll is equal to or greater than the number on the card, the saving throw is successful. A successful saving throw can mean that a spell did not work at all, the character only took half damage, or sometimes something special. Read the spell descriptions carefully.

Some spells do not allow a saving throw. They work automatically. When this is true, the spell description will say "Saving Throw: None."

When characters or monsters fail a saving throw, the spell being cast on them always works.

Saving Throws

- (1) Roll a 20-sided die.
- (2) If the number is the same or larger than the saving throw number, the saving throw is successful.
- (3) If the saving throw was against a spell, look at the spell description to see what happens if the saving throw succeeds.

For example, a monster has a saving throw of 16. A wizard casts *charm person* on the monster. The DM rolls a 17 on a 20-sided die. Since 17 is larger than 16 the spell does not work. If the DM had rolled a 15, the monster would have been charmed.

Finding and Removing Traps

Several thieves' skills have a percent chance of working, depending upon the thief's level. Most of these are discussed in the Expanded Rules section. The most common thing thieves do is find and remove traps.

Thieves have a chance to find traps on doors, in halls, and on treasure chests, among other places. When a thief wants to search for traps, the DM rolls percentile dice secretly and sees if the number rolled is equal to or less than the thief's find/remove traps number (found on the front of the character card). It is important that the player not see the die roll. That way the player does not know if there is no trap there, or if his or her character just did not find it.

Once a trap is found, a thief can try to remove it. The same find/remove traps number is used to attempt to remove a trap. Thieves can make this roll themselves. If it works, the trap is gone. If not, the trap is still there. The thief was not able to get rid of it, but did not set it off either.

Thieves can only check for traps in one area or on one object once. After that check they cannot check the same area until they have gotten more experience by going up a level. The same thing goes for removing traps.

Money, Treasure, and Magical Items

Characters begin the game with very little money (in fact, the characters on the cards have no money at all). They have to go on an adventure to get some. In fact, one of the reasons characters adventure is to get treasures: gold, gems, and magical items to make them stronger, give them new magical abilities, heal their wounds, or protect them from being hit by monsters.

Since this is a fantasy world of knights and dragons, it uses gold pieces for money instead of dollars, pounds, yen, or any type of paper money. In their adventures characters will find copper and silver pieces as well as gold pieces. It takes 10 silver coins or 100 copper coins to equal one gold coin. To keep things simple, all buying and selling is done with gold pieces.

Exchanging Money

1 gold = 10 silver = 100 copper

The *Introduction to the MONSTROUS MANUAL* talks about the many magical treasures characters can find. Many more can

Rules



be found in the AD&D game *DUNGEON MASTER*[®] *Guide*. The *Introduction to the DUNGEON MASTER Guide* also tells Dungeon Masters how to figure out a gem's value. The information in the *Introduction to the DUNGEON MASTER Guide* is for the Dungeon Master to know and the player characters to find out slowly in their adventures. It would spoil your fun to know everything about all the treasure ahead of time, so wait until your character finds a magical item to find out about it.

Equipment Characters carry a bunch of stuff around with them. Think of it like going on a camping trip. Instead of loading up on things useful for camping, the characters take things useful for exploring and adventuring. Your character already has some things that you will not need to buy for him.

A complete list of nonmagical equipment to use in the *ADVANCED DUNGEONS & DRAGONS* game can be found under Normal Equipment and on the back cover of this book. Your char-

acters can only buy equipment between adventure sessions, when they are in town. As you buy equipment, write it down on a piece of paper that is kept with your character. Either photocopy the back of the AD&D Game Character Record Sheet or use a plain sheet of notebook paper. It is a good idea to write the player's and the character's names on the top of the sheet. This equipment is only a small part of all the different things a character can buy in the AD&D game. The AD&D game *Player's Handbook* has a much larger list of items.

Character Levels & Experience Points

Characters have levels. The higher the level, the better the character. All characters start out at 1st level. This *Introduction to ADVANCED DUNGEONS & DRAGONS* game only takes characters up to 5th level. The AD&D game *Player's Handbook* takes characters from 1st level up to 20th level and above!

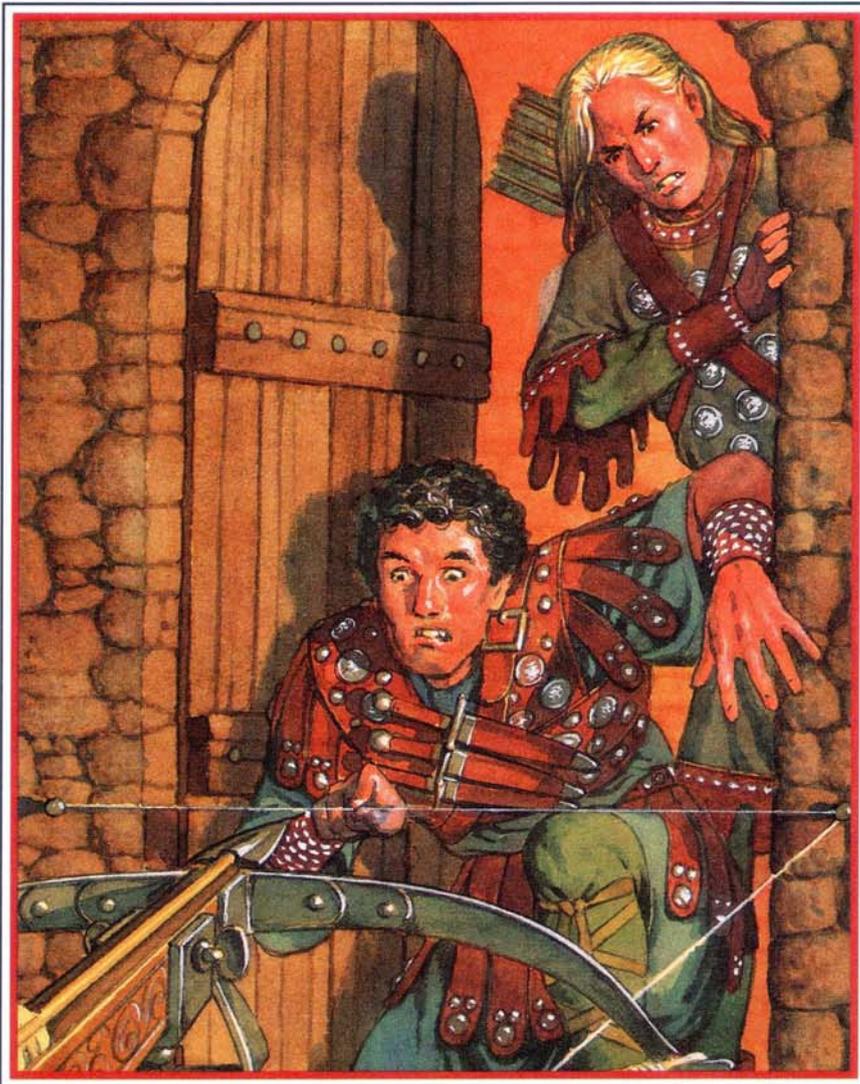
Every adventure that characters go on earns them experience points. Defeating monsters and doing smart things earn experience points. When characters get enough experience points, they gain a new level. The abilities characters get when they gain levels are shown on the backs of their character cards. Every character gets more hit points. Fighters get better at fighting, wizards and clerics can cast more spells, and thieves improve their skills.

Expanded Rules

In real life, people can do a lot more than just move and fight. Because the characters of an AD&D game are supposed to be pretend people, they can also do a lot more things than just fight. This section has rules for some of the more common and exciting things that players' characters can try.

It is impossible to make a complete set of rules for everything a person could do. The AD&D game does not even try. Instead, it has easy-to-use rules for the most common things a character might try to do while on an adventure.

You will not find rules for making chairs here. Adventurers are probably not going to do that in an AD&D game. Nor will you find rules for sharpening swords. While real knights needed to sharpen their swords all the time, it is not very exciting. Therefore we do not bother to have rules for doing it in the AD&D game.



Rules



The Rule of the DM

Whenever players try to have their characters do something weird, use the DM's rule. This just means that the Dungeon Master decides what kind of chance characters have of succeeding. It is completely up to the DM to figure out the percent chance of success. The DM does not tell the players what she or he has decided on as the chance of success. The Dungeon Master rolls the d100 percentile dice secretly to see if the action worked or not. If the die roll is less than or equal to the number the DM picked, the action worked.

Whatever the result or whatever odds the DM decides on are right. Remember, this is only a game. It is not worth arguing about what the real chances of success of some different or strange action are.

DMs can change the odds even for those things that do have rules. DMs should only do this if they think there is a good reason. For example, the normal chance for being surprised is a 3 or less on a 10-sided die. However, if the characters are in an area that is noisy and full of shadows, the DM might decide that in *this* case they are surprised on a 5 or less.

Basically, even if the game does not have a rule for something, a player's character can still try it. The DM has to figure out if it has a chance of succeeding, decide on what that chance would be, and then roll the dice to see if the action worked. The DM is always allowed to decide that a character's action automatically does or does not work.

Dungeon Masters should always be fair. They should make their decisions by thinking about what might really happen, not by what they want to happen.

Dungeon Master Rules

- DMs decide what happens. If necessary, they just make it up.
- DMs decide what percent chance an action not covered in the rules has of working. If a Dungeon Master's d100 roll is less than or equal to that number, the action worked.
- DMs are always allowed to decide that a character action automatically does or does not work. DMs are always allowed to change a die roll if they think there is a good reason.
- Dungeon Masters should always be fair.

Example One: There are no rules for climbing out of windows. However, this is such a simple action the DM might decide it works automatically.

Example Two: Dale's fighter, Beldar the Brave, tries to find a window while blindfolded. There is no rule for finding things while blindfolded. Sarah, the DM, decides Beldar has a 20% chance this round to find the window. If she gets a 20 or less on the percentile dice, Beldar finds the window.

Example Three: Trent says his thief, Slinker, is going to try to jump through a very small window 20 feet away while blindfolded. The DM decides this is an impossible action and tells Trent that Slinker lands on the floor, completely missing the window.

Ability Checks

Any time a character tries something unusual, the DM can have the player roll an ability check to see if she or he succeeds. The character's abilities are those six numbers for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The DM decides which ability makes sense. For example, lifting and pushing would use Strength; dodging and aiming would use Dexterity.

Making an ability check is very easy. The player rolls a 20-sided die. If the number rolled is less than or equal to the ability score, the check succeeded and the action worked.

For example, Beldar the Brave is trying to knock down a locked door. He has a strength of 17. If he rolls a 17 or less on the 20-sided die, the door flies off its hinges with a huge crash.

The Dungeon Master can always give out bonuses or penalties to the ability check. In the example above, if the door were made of iron, the DM might say that Beldar has a -4 penalty. This means the door is really hard to knock down. Beldar now has to roll a 13 or less on a 20-sided die to knock the door down.

Ability Checks

- (1) The DM chooses which ability makes the most sense.
- (2) The player rolls a 20-sided die.
- (3) If the number rolled is less than or equal to the ability score, the check succeeds.

Finding Secret Doors

Some doors are cleverly hidden and cannot be seen unless they are specially searched for. These are referred to as secret doors, because they are a secret known only by the DM until a character finds them.

Characters have to say that they are searching for secret doors in order to find them. (They do not *accidentally* find secret doors.) When the players say that their characters are searching for secret doors in a particular place, the DM rolls a 6-sided die secretly. If the die comes up a 1, the door has been found. Roll once for each character searching.

Elves are twice as good as humans at finding secret doors. If the d6 roll is a 1 or 2, the elf found it.

Each 20-foot-long section of wall takes 10 rounds for one character to search. Each character can only search a 20-foot-long section of wall once. Secret doors can be located in

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other things besides walls (like bookcases or wardrobes), but about the same size space takes the same amount of time (10 rounds) to search.

Of course if there are not any secret doors in the area, the characters cannot find any! DMs should roll anyway, even if they know there is nothing to find. That way the players do not know for sure whether there are secret doors they did not find.

Moving Characters can move in many ways other than walking or running around. The three most common are described here.

Movement

Type of Movement	Feet per Round
Swimming (half of normal speed)	60 30 (dwarves)
Climbing, not a thief (must have a rope)	20 (if successful) 80% chance of success
Riding (on horses)	180

Swimming: Characters can swim at half their normal speed. This is 60 feet a round for most characters (30 feet for dwarven characters). Characters in leather armor swim at one-third of their normal rate, which is usually 40 feet a round (20 feet for dwarven characters). Characters in metal armor sink; they cannot swim.

Climbing: Characters first have to roll to see if they are able to climb a wall. Thieves have the climb walls thieves' ability. This ability lets them make hard climbs without ropes. *Everyone else has to have a rope.*

With a rope, a thief can always make the climb. Other characters have an 80% chance of climbing successfully with a rope. If they fail this roll (they roll 81% or higher on percentile dice), they cannot make the climb. They never leave the floor.

All characters move 20 feet each round while climbing.

Riding on Horses: A character on a horse can move up to 180 feet each round.

Surprise If the monsters set an ambush, they may possibly surprise the player characters. Of course, the characters can set ambushes, too. If the characters are surprised, they do not get to attack for the first round. After that, the players' characters can attack and act normally. It works the same way when characters try to surprise or ambush the monsters.

To see if the characters are successfully surprised when the monsters try to surprise them, roll a 10-sided die. If the roll is a 3 or less, the characters are surprised.

Some monsters are better at surprising player characters than others and get a bonus to the surprise roll. (They are quieter or sneakier.) For example, duergar dwarves get a 2-

point bonus. So in a duergar dwarf ambush, the players' characters are surprised on a 5 or less. Some monsters are also hard to surprise, getting bonuses when the characters try to sneak up on them.

Dangers Characters can get hurt many ways without getting into a fight with a monster. The two most common are described here.

Falling: Characters take 1d6 points of damage for every 10 feet they fall.

Poison: Many monsters have poison. Poison can be carried by a monster's fangs or stinger. Poison can also be drunk or eaten. Poison can even be put on the weapons of evil monsters. When characters are poisoned, they must each make a saving throw. If their saving throws succeed, nothing happens. If their saving throws fail, the DM rolls 1d20+10 for each of them to see how many rounds go by before the poison hurts them. When the time is up, a poisoned character takes 15 points of damage. A character may know immediately that he has been poisoned.

Dangers

Type of Danger	Damage
Falling	1d6 per 10 feet
Poison (Poison takes 1d20+10 rounds to take effect.)	15 points of damage

Death Characters do not die when they run out of hit points—at least not until they have lost 10 more hit points below 0 (zero). Until then, characters are unconscious. Clerics can cure characters back up above 0 hit points, but they remain unconscious for the rest of the day (while on an adventure). Back in town in between adventures, characters always spend the necessary time to heal up completely before their next adventure.

For example, Slinker is wounded to -7 hit points. He is unconscious. His cleric friend, Lordan the Pure, cures him back to 2 hit points, but Slinker is still unconscious the rest of the day. If the whole group of characters has come to the end of the adventure, its members can carry Slinker back to town. When they go on their next adventure, Slinker is automatically healed completely. If the group chooses to continue this adventure carrying the unconscious Slinker, he will wake up the next morning with 2 hit points, and Lordan will have to use a *cure light wounds* spell to help him out more.

Sometimes a character dies. When heroes face dangerous monsters and cruel traps, things like that can happen. A player with a dead character has two choices. The player's first option is to start a new character. The player's second option is to persuade the other players to have their characters take his or her character's body back to town. The temple will use magic to bring back the character for 1,000

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gold pieces per character level. The character loses 1 point of Constitution.

Characters can be raised from the dead until their Constitution reaches 0 (zero). Characters raised from the dead so many times that their Constitution is 6 or lower lose 1 hit point permanently each time they are raised. For example, Beldar the Brave has a Constitution of 7 (because he has been raised from the dead many times) and 10 hit points. He dies again. If the temple brings him back again, his Constitution will be 6, and he will have 9 hit points. His hit points will not go above 9 until he gains another level.

Clerics' Powers Clerics have the power to turn undead. This means that they tell an undead monster (or group of monsters) to go away, and it does. The monster can come back and attack again, but has to wait at least an hour. A cleric can try to turn a certain undead monster (or group of monsters) no more than once each hour. Turning undead monsters takes an action, just like fighting or casting a spell.

Cleric's Level

Undead	1	2	3	4	5
Skeleton	10	7	4	T	T
Zombie	13	10	7	4	T
Ghoul	16	13	10	7	4
Shadow	19	16	13	10	7
Wight	20	19	16	13	10

Death

Character Hit Points	Effect
0 or below	Unconscious
-10 or below	Dead



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To turn undead, the player rolls a 20-sided die and looks up the number on the table above. The table is also on the cleric's character card and the DM Screen. If the die roll is equal to or greater than the number on the table, the undead monsters are turned. If there is more than one type of undead present, look up the one roll for both monsters. A "T" result means that the monsters automatically run away.

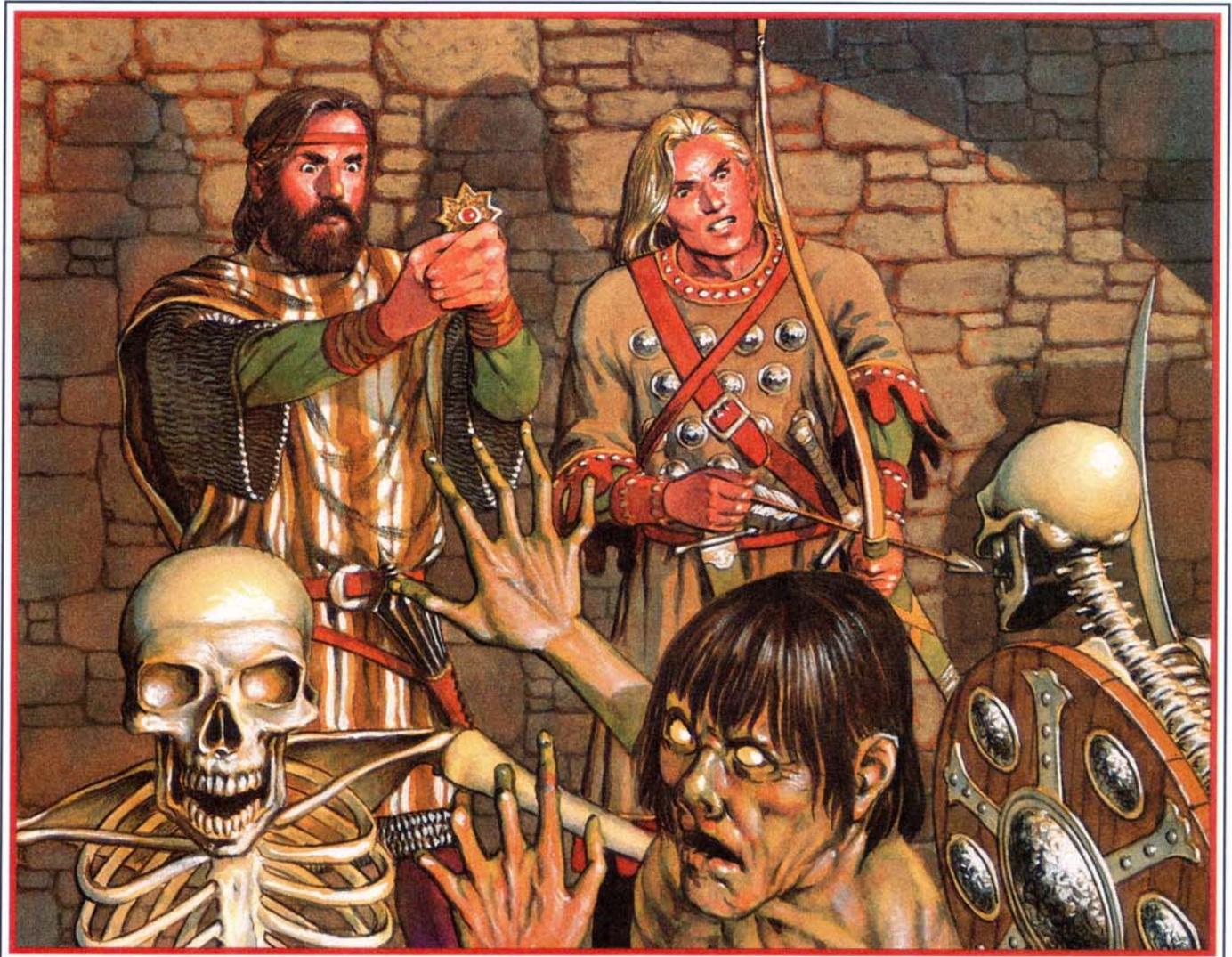
Example: Tamara the True, a 2nd-level cleric, meets some ghouls. After fighting them for two rounds, she decides to try turning them. She rolls the 20-sided die and gets a 14. The ghouls all run away, since the die roll was higher than 13. If the roll had been less than 13, Tamara would not have turned the ghouls. Two hours later she runs into the ghouls again. Since it's been more than an hour since she first turned them, she can try to turn them again. If she had run away from the ghouls because she failed to turn them the first time, she could also try again now.

Thieves' Powers

Thieves can do lots of special actions. One of them is backstabbing. If a monster is shaped like a person (has two arms, two legs, a head, and a back), a thief gets surprise, and the thief is behind the monster, the thief can try to backstab. Thieves can surprise a monster by successfully hiding in shadows or sneaking up on it. Thieves trying to backstab add 4 to their attack rolls and roll twice their normal damage. A thief can only backstab with a dagger or short sword.

Several other thieves' skills have a percent chance of working, depending upon the thief's level. Whenever a player with a thief character tries to use one of these skills, the DM rolls percentile dice secretly and sees if the number rolled is equal to or less than the number on the table below.

If DMs want to, they can let thief characters roll to open locks, remove traps, and climb walls, as it will be obvious to thieves if they succeed or not. It is important that DMs roll



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when thieves try to pick pockets, find traps, move silently, or hide in shadows. That way the players do not know if they fail or succeed. This prevents players from knowing if, for instance, their characters are hiding in shadows or if they failed hide and the monsters are pretending not to see them so that they can trick the characters.

Backstabbing

- Monster must be shaped like a person
- Thief must: Attack from behind *and* Get surprise *and* Use a dagger or short sword
- Thief gets: +4 bonus on attack roll *and* x2 normal damage

The full character creation rules of the *ADVANCED DUNGEONS & DRAGONS* game actually let you make some thieving abilities better and others worse than normal, and even offer bonuses for some of the abilities to thieves with high Dexterity scores. Information on customizing a thief's abilities can be found in the *AD&D Player's Handbook*.

Thieves' Skills

Thieves' Skill	Level of the Thief				
	1st	2nd	3rd	4th	5th
Pick Pockets	30%	35%	40%	45%	50%
Open Locks	25%	29%	33%	37%	42%
Find/Remove Traps	20%	25%	30%	35%	40%
Move Silently	15%	21%	27%	33%	40%
Hide in Shadows	10%	15%	20%	25%	31%
Climb Walls	85%	86%	87%	88%	90%

Pick Pockets: This skill lets thieves take things from someone's pocket or backpack without them knowing.

Open Locks: Opening locks lets a thief pick any type of lock (unlock a lock without its key).

Find/Remove Traps: The find/remove traps skill is discussed in the Basic Rules.

Move Silently: Thieves can only move 40 feet per round if they are trying to be quiet. Thieves may find out right away that they have been heard, or they may not find out until it is too late.

Hide in Shadows: When hidden the thief can't be seen by normal vision. Thieves can't move or attack and stay hidden.

Climb Walls: Only a thief can climb walls without a rope. All other characters must have a rope. Thieves climb at 20 feet a round.

Alignment Alignment is just a fancy word for what kind of person a character or monster is. Alignments give the DM an idea of how nonplayer characters and monsters will behave. Nonplayer characters are characters that the DM plays who are fighters, clerics, thieves, or wizards, like the player characters. The monsters are described in the *Introduction to the MONSTROUS MANUAL*.

Alignments

Lawful Good: These characters follow laws, make plans, and care about everyone else. This is the alignment of true heroes.

Neutral Good: Taking care of people and doing what is right is more important than obeying laws or following rules. These characters or monsters follow good laws, but are willing to break others.

Chaotic Good: These basically good people do not like to be told what to do. They dislike rules, laws, or making any plans.

Lawful Neutral: Rules and laws are more important to these people than the consequences. They always plan ahead.

Neutral: These people believe that everything must be balanced: good and evil, law and chaos. This is the alignment of animals since they don't care about these things.

Chaotic Neutral: Chaotic neutral people make no plans in life. They do what they feel like, sometimes helping others, sometimes being selfish. They ignore rules and plans.

Lawful Evil: These nonplayer characters or monsters follow rules and laws, but use them to help themselves and hurt others. They tend to make long-range plans to rule the world, or at least their corner of it.

Neutral Evil: These nonplayer characters or monsters care only about themselves. They can work with others or by themselves. Plans and rules are only useful as long as they help these people.

Chaotic Evil: Chaotic evil nonplayer characters or monsters are very selfish. They do whatever they feel like doing even if it hurts somebody else. They rarely make plans.

Players can also pick an alignment for their characters to be after reading through these descriptions. (Or the DM can describe the alignments to them.) However, since they are heroes, they cannot be evil. All the evil alignments are reserved for monsters and nonplayer characters. In addition, thieves can never be lawful good.

There are two parts to alignment: lawfulness and goodness. A character or monster has one of each.

Lawfulness tells whether monsters or characters are organized and make plans, or if they do things on the spur of the moment, not worrying about plans. There are three options for lawfulness: lawful, neutral, or chaotic.

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Goodness tells whether monsters or characters are selfish or care about other people. There are three options for goodness: good, neutral, or evil.

In the AD&D game *Player's Handbook*, alignments are discussed in more detail than here. They can affect many things about a character.

Creating a Character Once you have the basics down, you're ready to try creating your own character. The heart of the AD&D game is character creation. Many people think that rolling up a new character is a fun part of the game.

To create a character, follow the steps given below. If you don't like the way your character is turning out, feel free to throw away the numbers and start over, but remember that playing a less-than-perfect character can be fun, too.

Character Creation Checklist

1. Roll Ability Scores
2. Choose a Race
3. Choose a Class
4. Roll Hit Points
5. Roll Starting Money and Buy Equipment

Before you start, make a photocopy of the AD&D Game Character Record Sheet (front and back) or get a piece of lined or blank paper. You will need a pencil or two and the dice that come with this game. It's also a good idea to have some of the *Introduction to AD&D* character cards handy so you can see how they were done.

The Ability Scores

All player characters have six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability is rated from 3 to 18 with 10 or 11 being about average. An 18 ability score is really good; the character is very strong, or very smart, or very wise. A character with a 3 ability score is far below normal and must work hard to overcome his unusually low score.

To roll up your character's ability scores, roll 3d6. This will give you a number between 3 and 18. Do this six times, and then match one score with each ability in any order you like, writing it on your paper. This way, you can choose what kind of character class to play.

When you have rolled your character's scores, refer to the tables below and record any adjustments. Explanations of the adjustments are given below.

Strength

Hit Adjustment is an attack penalty or bonus for any hand-held or thrown weapon attack, but not for missile weapons like bows. This is added to the attack roll when your character tries to hit an opponent. For example, a 1st-level fighter normally has a THACO of 20, but with an 18 Strength (a +1 attack bonus) his THACO with hand-held weapons improves to 19.

Damage Adjustment is added to or subtracted from any damage your character does. If a sword normally does 1d8 damage, in the hands of an 18-Strength character it will do 1d8+2. This applies to hand-held or thrown weapons, but not missiles like bows or crossbows.

Ability Tables

Strength			Dexterity			Constitution		Wisdom	
Ability Score	Hit Adj.	Damage Adj.	Ability Score	Missile Attack Adj.	Defensive Adj.	Ability Score	Hit Point Adj.	Ability Score	Bonus Spells
3	-3	-1	3	-3	+4	3	-2	3-12	None
4-5	-2	-1	4	-2	+3	4-6	-1	13	one 1st
6-7	-1	0	5	-1	+2	7-14	0	14	two 1st
8-15	0	0	6	0	+1	15	+1	15	two 1st, one 2nd
16	0	+1	7-14	0	0	16	+2	16	two 1st, two 2nd
17	+1	+1	15	0	-1	17	+2 (+3)	17	two 1st, two 2nd,
18	+1	+2	16	+1	-2	18	+2 (+4)	18	one 3rd
			17	+2	-3				two 1st, two 2nd,
			18	+2	-4				one 3rd, one 4th

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Dexterity

Missile Attack Adjustment is added to or subtracted from the attack roll when the character throws or shoots a missile in combat. This is *added* with a Strength bonus *if* the weapon is thrown.

Defensive Adjustment is added to or subtracted from the character's Armor Class. Since a lower Armor Class is better than a high one, a character with a high Dexterity will be hard to hit in combat.

Constitution

Hit Point Adjustment is a penalty or bonus to the character's starting hit point rolls. Only warriors receive the higher bonuses for a Constitution of 17 or better—all other characters only receive 2 bonus hit points.

Wisdom

Bonus Spells are the extra spells a cleric (and only a cleric) may memorize because of his high Wisdom. These spells are available only if the character could normally cast spells of that level—in other words, a 1st-level priest with an 18 Wisdom gains two bonus 1st-level spells, but doesn't gain the other spells until he reaches a higher level.

Player Character Races

The second step of creating a character

for *ADVANCED DUNGEONS & DRAGONS* is to choose a race for your hero. If you are trying to role up a character for the first time, stick with a human hero; they are easier. When you become more familiar with the rules, you can try an elf or dwarf.

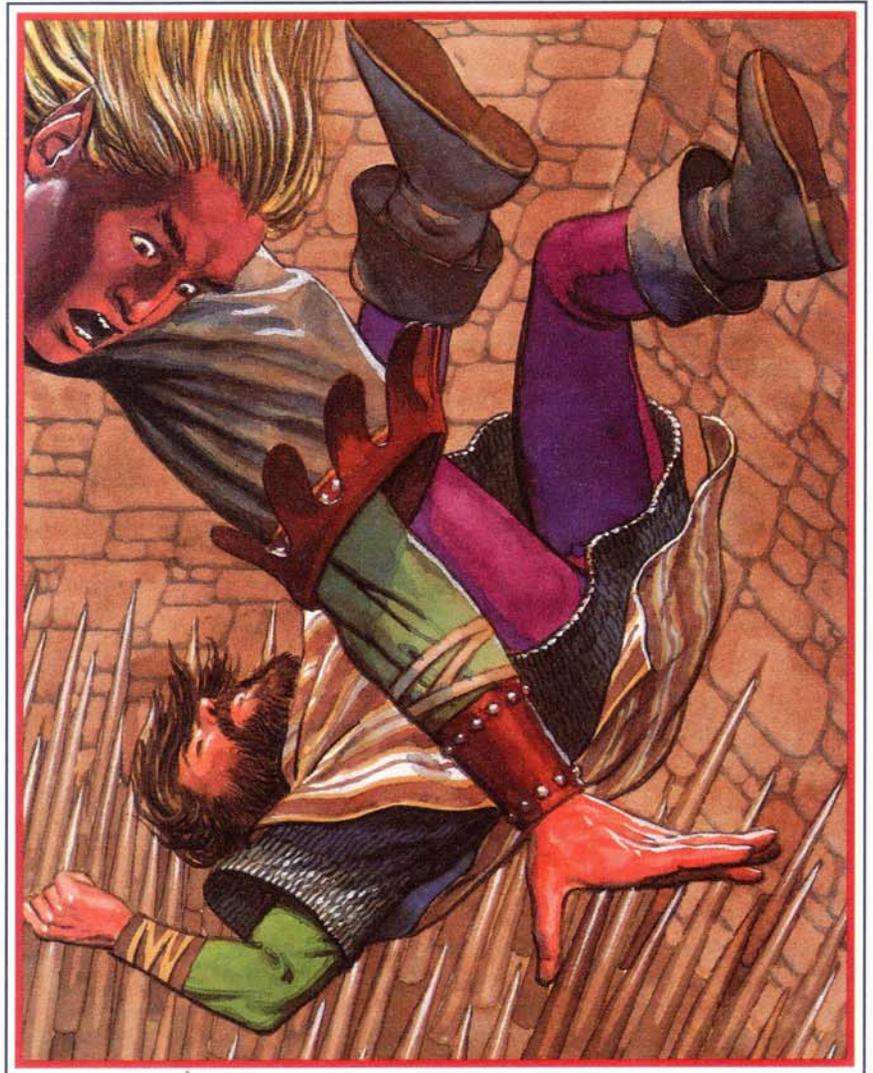
Before you choose a race for your character, check the Racial Ability Requirements Table to see if your character qualifies. The scores you rolled for your character must fit within the ranges shown before your character can be an elf or dwarf. The number before the slash is the minimum score, and the number after it is the maximum allowed.

For example, your character must have at least an 11 Constitution in order to be a dwarf, and your dwarf's Dexterity cannot be any greater than a 17. Note that any character may be a human.

Racial Ability Requirements

	Dwarf	Elf
Strength	8/18	3/18
Dexterity	3/17	6/18
Constitution	11/18	3/18
Intelligence	3/18	8/18
Wisdom	3/18	3/18
Charisma	3/17	8/18

Elves and dwarves have some advantages and disadvantages that humans do not. These differences apply in the game as bonuses and penalties to ability scores. For example, since elf characters are very nimble, they gain a bonus to their Dexterity scores, but since they are fragile, they suffer a penalty to Constitution.



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Racial Ability Adjustments

Dwarf	+1 Constitution, -1 Charisma
Elf	+1 Dexterity, -1 Constitution

Note that dwarves are extremely magic-resistant and have a great deal of difficulty using wizardly magic. Because of this, they cannot be wizards. If you rolled up a character with a good Intelligence score and you wanted him to be a wizard, make sure you don't choose dwarf as your character's race. Also note that the character card for the elf provided in this game shows that Silverleaf Halfmoon is a multiclassed character. You cannot create a character exactly like Silverleaf using these rules. He is a special type of character that can only be created using the full AD&D character creation rules. If you would like to find out how to make a character like Silverleaf, check out the AD&D *Player's Handbook*.

Dwarves Dwarves are short, stocky creatures with long braided beards and burly builds. They are 4 to 4½ feet tall and weigh around 150 pounds. They can live to be more than 300 years old. Dwarves have dark eyes, ruddy cheeks, and tend to be grumpy and serious.

Hard work is a dwarf's joy, and most dwarves are miners, smiths, or stoneworkers. Because of this, they have a 50% chance to spot hidden stonework traps and pits. They are very stubborn and love gold and jewels. Dwarves are brave and loyal, but they can also be suspicious and greedy at times.

Dwarves do not like wizardly magic and have no talent for it, but they are great fighters. They hate orcs and goblins and often quarrel with elves and other "flighty" creatures.

Because dwarves are such tough creatures who hate magic, they gain a bonus to all of their saving throws (magic and poison). This bonus is based on their Constitution score, and is shown in the table below.

Dwarven Saving Throw Bonus

Constitution	Bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18	+5

All dwarves can see in the dark up to 60 feet away.

Elves Slender and graceful, elves are fine-featured creatures with melodic voices and a surprising strength. They are about 5 feet tall on the average and weigh around 110 pounds. Elves can live to be over 1,200 years old.

Elves often appear to be child-like or light-hearted, danc-

ing and singing unless something important is going on. Humans often find elves to be distant and haughty, but any elf regards his friends as full equals.

Elves are not particularly interested in money or crude wealth, but enjoy arts and beauty. They are fascinated by magic. Elves are known for their clever humor and friendly company, and have little liking for the dour dwarves.

Elves are famous for their skill with swords and bows. They gain a +1 bonus to hit when they attack with a long sword, short sword, or bow. Elves can also see in the dark up to 60 feet away.

When alone (more than 90 feet away from his friends), an elf forces any monsters to suffer a penalty of -4 to their chance of being surprised. This will not work if the elf is wearing any metal armor.

Elves are also very good at noticing hidden things and can detect a secret door if a 1 or 2 is rolled on 1d6.

Character Class

Once you have rolled up your character's ability scores and selected a race, you will need to decide on a character class. Each character class has certain minimum ability requirements, just like the requirements for the races earlier. Remember when you arranged your six ability score rolls so you could play a particular type of character? For example, if you wanted to play a fighter, you probably put a high score on Strength. Check the table below to make sure that your character has a good enough score to be the class you want.

Character Class Requirements

	Fighter	Wizard	Cleric	Thief
Min. Score	Str 9	Int 9	Wis 9	Dex 9

Fighters Fighters may use any armor and wield any weapon. To be a fighter, a character must have a Strength of 9 or better. Fighters may be any race.

Fighter

Fighter's Level	THACO	Saving Throw	Experience Points
1	20	17	under 2,000
2	19	17	up to 4,000
3	18	16	up to 8,000
4	17	16	up to 16,000
5	16	14	up to 32,000

Wizards Wizards cannot wear any armor and can only use daggers and a quarterstaff as weapons. To be a wizard, a character must have an Intelli-

Rules



gence of 9 or better. Only humans and elves may be wizards.

Wizards may cast magical spells according to the table below. The table shows how many spells the wizard can take on an adventure. Each day the wizard can change his spells and get back any he has cast.

Wizard			
Wizard's Level	THACO	Saving Throw	Experience Points
1	20	12	under 2,500
2	20	12	up to 5,000
3	20	12	up to 10,000
4	19	12	up to 20,000
5	19	12	up to 40,000

Pick the spells from the Wizard's Spells section of this book. As a wizard casts a spell that he has picked for the day, he loses that spell. A wizard can take the same spell more than once and cast it that many times in a day. For example, a 2nd-level wizard could pick *magic missile* twice for his daily spells.

Wizard's Spells			
Character Level	Spell Level		
	1	2	3
1	1	—	—
2	2	—	—
3	2	1	—
4	3	2	—
5	4	2	1

Clerics Clerics may use any armor, but can only fight with a club, mace, or quarterstaff. To be a cleric, a character must have a Wisdom score of 9 or better. Characters of any race may be clerics.

Like wizards, clerics can cast spells. The table below shows how many spells the cleric can take on an adventure. Each day, the cleric can change spells and get back any that he cast before.

Pick the spells from the Cleric's Spells section of this book. As a cleric casts a spell that he has picked for the day, he loses that spell. A cleric can take the same spell more than once and cast it that many times in a day. For example, a 2nd-level cleric could pick *cure light wounds* twice for his daily spells.

Don't forget that a cleric with a high Wisdom score gains bonus spells to add to the number of spells shown above. A character with bonus spells only gains spells of a level he can cast, so a 1st-level cleric with a Wisdom of 15 (bonus of two 1st-level and one 2nd-level spell) only gains the two bonus 1st-level spells, for a total of three 1st-level spells. However, when he reaches 3rd level and can cast 2nd-level spells, he gains the bonus 2nd-level spell.

Cleric

Cleric's Level	THACO	Saving Throw	Experience Points
1	20	15	under 1,500
2	20	15	up to 3,000
3	20	15	up to 6,000
4	18	14	up to 13,000
5	18	14	up to 27,500

Clerics also have the special ability to turn undead. Be sure to look up Clerics' Powers in the Basic Rules section of this book to get this information on your character record sheet.

Cleric's Spells

Cleric's Level	Spell Level		
	1	2	3
1	1	—	—
2	2	—	—
3	2	1	—
4	3	2	—
5	3	3	1

Thieves A thief can only wear robes or leather armor, and he can only fight with a bow, club, dagger, quarterstaff, long sword, or short sword. To be a thief, a character must have a Dexterity score of 9 or better. Characters of any race may be a thief, but thieves cannot be lawful good in alignment.

Thief

Thief's Level	THACO	Saving Throw	Experience Points
1	20	15	under 1,250
2	20	15	up to 2,500
3	19	15	up to 5,000
4	19	15	up to 10,000
5	18	13	up to 20,000

Thieves also have their special skills known as thief abilities. Be sure to look up Thieves' Powers in the Basic and Expanded Rules sections of this book to get this information on your character record sheet.

Rolling Hit Points

A character's ability to withstand damage is measured by his hit point total. Look at the table below and roll the listed die to find out how many hit points your character starts with.

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Character Class

	<i>Fighter</i>	<i>Wizard</i>	<i>Cleric</i>	<i>Thief</i>
Hit Die Type	1d10	1d4	1d8	1d6

Remember to add or subtract any hit point adjustments your character may have for a very good or very poor Constitution score. No matter what the adjustment is, your character must have at least 1 hit point. Treat a total of less than 1 as 1 hit point.

Starting Money and Equipment

All characters begin with some money to buy equipment before they go adventuring. The character cards provided in this game already have their equipment, but when you roll up a new character, you have to do the shopping yourself. Take a look at the character cards to remind yourself what your character needs to buy.

Starting Money

Warriors	50–200 gold pieces (5d4 × 10)
Priests	30–180 gold pieces (3d6 × 10)
Wizards	20–50 gold pieces (1d4+1 × 10)
Rogues	20–120 gold pieces (2d6 × 10)

To find out how much money your character has, look at the table above and roll the dice. Sometimes your character will get a lot of money, and sometimes he won't get very much at all. The character can keep any money that is left over. You may want to check any armor or weapon restrictions for your character class before you purchase equipment.

All of the things on this equipment list were available in medieval times when knights in armor were common. Things like gunpowder and electricity had not been invented or discovered yet. The prices of the items show that, too. For example, the small telescope (also called a spyglass) is very expensive. They were hard to build back then.

Some things are so cheap that it is not even worth counting them. Candles, food and water, and torches all have a cost of 0 gold pieces. If players try to have their characters buy too much of these sorts of things, DMs can give them a cost.

Oil: Oil can burn. It is a favorite tactic of player characters to throw oil into a place and then light it on fire. As the DM, you do not have to suggest this idea. Let the players figure it out for themselves. One bottle of oil covers an area about 10 feet across (usually on the floor). Any monsters in that area of the floor when the oil is lit take 1d3 points of damage each. Oil on the floor burns for 1d6 rounds.

If the oil actually covers a monster and is lit, it does 2d6 points of damage the first round, 1d6 points of damage the

second round, and then goes out. Oil can only cover a monster if the oil is thrown or poured onto it. Throwing oil onto a monster requires a successful attack. DMs will have to judge the situation carefully to see if the attack should have a penalty to hit, as most characters do not train to throw oil like they train to swing a sword.

Small Telescope: This lets the character using it see things as if they were 10 times closer.

Silver Weapons: A silver weapon has to be specially made. It costs 10 times the regular cost to make a silver weapon. Silver weapons are easily ruined. The first three times they hit, they are automatically undamaged. After that, there is a 20% chance each time a silver weapon hits that it will bend or break. Silver weapons can be repaired for twice the cost of buying a regular steel one.

Normal Equipment

Armor	Gold Pieces	Armor Class
Robes (no armor)	1	10
Shield	7	+1 bonus
Leather	5	8
Chain mail	75	5
Plate mail	600	3

Weapons	Gold Pieces	Damage
Arrows, 24	1	1d8
Battle axe	5	1d8
Bow	100	—
Club	0	1d6
Dagger	2	1d4
Mace	8	1d6+1
Hand/throwing axe	1	1d6
Quarterstaff	0	1d6
Spear	1	1d6
Sword, long	15	1d8
Sword, short	10	1d6
Sword, two-handed	50	1d10

Other	Gold Pieces	Other	Gold Pieces
Horse	75	Grappling hook	1
Saddle bags	4	Ladder 10-foot-high	1
Backpack	2	Lantern	7
Chain, per foot	3	Mirror	10
Chest, wooden	2	Bottle of Oil	10
Candles	0	Paper & ink	9
Fishing net	4	Rope (50 feet)	1
Fire starting kit	1	Sacks (5)	1
Food & water	0	Small telescope	1,000
Glass bottle	10	Torch	0

Wizard's Spells



Each wizard spell described in this booklet has four things listed at the top: range, duration, area of effect, and saving throw. Below that is the actual spell description. Many of these have values like *3 rounds per level*. This means that number is multiplied by the level of the wizard. In this example, a 2nd-level wizard would have 6 rounds.

Some spells have two names, such as *knock/lock*. This means that the spell can be memorized two different, usually opposite, ways. Knowing one spell means automatically knowing the other. However, wizards must choose which one they are memorizing before the adventure begins.

Many more spells of these levels and higher can be found in the AD&D game *Player's Handbook*.

Range: This is how far away a wizard can cast the spell. It usually refers to the center or beginning point of the spell. Parts of the spell might go past the range. Wizards must always be able to see the place where they are casting a spell (exceptions to this rule are shown in the spell description).

A range of "touch" means the wizard has to touch the creature or object. If the creature does not want to be touched, it takes a successful attack roll for the wizard to touch it.

Duration: This is how long the spell lasts. Any spells with an "instant" duration are over in the same round that the wizard cast them. Spells that have a die roll for duration are rolled by the Dungeon Master (DM). The DM keeps the actual duration secret from the players.

Area of Effect: This is the space the spell takes up when it works or the number of creatures that the spell works on. Most spells are listed in 10x10-foot squares. It is assumed that the squares are also 10 feet high.

Saving Throw: Most spells allow their targets a saving throw to avoid being affected. This entry tells what happens when targets make their saving throws.

First-Level Spells

Charm Person

Range: 360 feet
Duration: 1 day
Area of Effect: One person
Saving Throw: Spell does not work

Victims of this spell think that the caster is a trusted friend. Wizards cannot control *charm person* victims, but might be able to talk them into doing certain things. Victims will not attack their friends, nor will they do anything stupid or dangerous to themselves. Non-player character humanoids who are victims do not change their opinions of any other characters in a group except the spellcaster, and will probably attack them unless they are convinced not to by the casting wizard.

The spell only works on people, not monsters or animals. For this spell, a person is any humanoid-type creature that is small or man-sized. This includes humans, dwarves, duergar, drow elves, elves, gnolls, gnomes, goblins, hobgoblins, kobolds, lizard men, orcs, sprites, and werebeasts.

Detect Magic

Range: The caster
Duration: 2 rounds per level
Area of Effect: 10-foot-wide path, 60 feet long
Saving Throw: None

The area of effect goes wherever the wizard looks. Any magical object or spell effect in that area glows, but only the wizard sees it. People with *charm person* spells on them glow. Powerful magic glows brighter than weak magic. It takes a full round to look over a 60-degree arc (from 12 to 2 o'clock on a clock).

Wizard's Spells Table

First-Level Spells

- 1 Charm Person
- 2 Detect Magic
- 3 Enlarge/Reduce
- 4 Feather Fall
- 5 Hold Portal
- 6 Identify
- 7 Light
- 8 Magic Missile
- 9 Read Magic
- 10 Shield
- 11 Shocking Grasp
- 12 Sleep

Second-Level Spells

- 1 Darkness, 15' Radius
- 2 Detect Evil/Detect Good
- 3 Detect Invisibility
- 4 Flaming Sphere
- 5 Invisibility
- 6 Knock/Lock
- 7 Levitate
- 8 Magic Mouth
- 9 Mirror Image
- 10 Stinking Cloud
- 11 Web
- 12 Wizard Lock

Third-Level Spells

- 1 Clairvoyance
- 2 Dispel Magic
- 3 Explosive Runes
- 4 Fireball
- 5 Fly
- 6 Haste
- 7 Hold Person
- 8 Infravision
- 9 Lightning Bolt
- 10 Slow
- 11 Suggestion
- 12 Water Breathing/Air Breathing

Wizard's Spells



Enlarge/Reduce

Range: 15 feet per level
Duration: 5 rounds per level
Area of Effect: One creature or object
Saving Throw: Spell does not work

The target of this spell gets 50% bigger and heavier. If the spell is cast on an object, the object must be less than 10×10×10 feet before the spell is cast. The Strength of a person who is the target of the spell increases 5 points, but only for Strength checks. Attack rolls and damage bonuses remain the same. Everything the person is carrying is also enlarged. This includes weapons and armor. The die roll for damage is increased by 50% (rounded up). This is also true for natural weapons like claws and teeth. So if an enlarged warrior hits with a long sword and rolls a 5 for damage, it becomes an 8. Then his normal damage bonus is added to the 8.

The *reduce* spell makes the creature or object half its normal size. Strength is cut in half. The die roll for damage is also cut in half (rounded up).

Feather Fall

Range: 30 feet per level
Duration: 1 round per level
Area of Effect: 10×10×10-foot cube
Saving Throw: None

If this spell is cast on the same round that the target fell, the target takes no damage from the fall. If the fall lasts longer than a single round, it is possible to cast it anytime the target is still in the air. The spell only affects objects or creatures that are falling straight down. Arrows and flying creatures are not affected.

Hold Portal

Range: 60 feet per level
Duration: 1 round per level
Area of Effect: 1 door or entrance
Saving Throw: None

The door is now stuck shut. It can still be broken down, but will not open normally until the spell runs out. Monsters with 4 or more Hit Dice can automatically break down the door.

Identify

Range: Touch
Duration: 1 round per level
Area of Effect: 1 item per level
Saving Throw: None

This spell takes eight hours to prepare. After casting it, wizards must rest for eight hours before doing anything else. Usually *identify* is only cast while a wizard is in between adventures back in town, and rarely in a dungeon.

Wizards casting *identify* on something must hold or use the item normally. For example, a ring must be placed on a finger, a sword must be held by its hilt, etc. Wizards casting the spell have a 50% chance to learn what the magical item does and how it works. If they fail, they can try again only when they go up another level.

Light

Range: 180 feet
Duration: 10 rounds per level
Area of Effect: 20-foot-radius circle
Saving Throw: Spell is fixed to the area

A *light* spell can be cast on a creature, an object, or a place. Creatures get a saving throw. If the saving throw is made, the spell is fixed to the place where the creature was, but not on the creature. If the spell is put on an object or a creature, it moves around as the target moves around. If it is cast into a *darkness*, 15' radius spell, both are canceled.

Magic Missile

Range: 180 feet + 30 feet per level
Duration: Instant
Area of Effect: One creature
Saving Throw: None

A glowing bolt of energy flies out from the wizard's finger and automatically hits the target. The wizard must be able to see the target to hit it, but the missile curves around any obstacles to get to the target. The *magic missile* does 1d4+1 points of damage. First- and second-level wizards fire one missile. Third- and fourth-level wizards fire two missiles. Fifth-level wizards fire three missiles. All missiles must be aimed at the same target.

Read Magic

Range: The caster
Duration: 2 rounds per level
Area of Effect: Magical writing
Saving Throw: None

The wizard can read magical writing at a rate of one page per round. Reading the writing does not activate it, unless it is a written trap, like *explosive runes* or a *glyph of warding*. When the text has been figured out once, the wizard is able to read it again without the spell.

Shield

Range: The caster
Duration: 5 rounds per level
Area of Effect: The caster
Saving Throw: None

Wizard's Spells



This spell creates an invisible barrier in front of the wizard. The *shield* spell automatically stops all *magic missiles*. For other attacks from the front, wizards using a shield spell are Armor Class 3. They also get a +1 bonus for saving throws against attacks from the front. Attacks from the side and from behind are not affected.

Shocking Grasp

Range: Touch
Duration: 1 round per level
Area of Effect: One creature
Saving Throw: None

The wizard's hand becomes supercharged with electricity. Anybody he or she touches gets zapped for 1d8+1 per level points of damage. For example, a 2nd-level wizard would do 1d8+2 points of damage. To touch a monster, the wizard has to make a regular attack roll.

Sleep

Range: 90 feet
Duration: 5 rounds per level
Area of Effect: 15-foot-radius circle
Saving Throw: None

Within the area of effect, 2d4 Hit Dice of monsters fall asleep. Start with the smallest creatures in that area and work up to the ones with the most Hit Dice. No monster with 4+3 Hit Dice or more can be affected by this spell.

Noises do not wake up the sleeping creatures, but shaking or attacking them does. Shaken or attacked monsters spend that entire round waking up and cannot attack. If the

player characters are involved in a fight in the area of a sleeping monster, the monster can be automatically hit and takes normal damage. It spends the round it is hit waking up (if it does not die from the damage). If the wizard and other player characters are not busy dealing with a fight, a sleeping monster is automatically killed.



Second-Level Spells

Darkness, 15' Radius

Range: 30 feet per level
Duration: 10 + 1 round per level
Area of Effect: 15-foot-radius circle
Saving Throw: None

A circle with a 15-foot radius is filled with darkness. Absolutely nothing can be seen inside this area, even by elves, dwarves, and certain monsters normally able to do so. A *light* spell cancels this spell. People and creatures fighting in the dark have a -4 penalty to all attack rolls, assuming they can even find their opponents.

Detect Evil/Detect Good

Range: 180 feet
Duration: 5 rounds per level
Area of Effect: 10-foot-wide path
Saving Throw: None

Wizards must concentrate in the same direction for a full round to use this spell. Only evil monsters or characters within 360 feet are detected. The spell also shows monsters or people to be evil if they are plotting against the wizard using the spell. Such monsters or people must have at least a low intelligence. Animals kill for food or to protect themselves, and if they are about to attack, it is *not* an evil act. Traps and other simple objects, no matter how dangerous they are, are not detected by this spell.

The *detect good* spell does the same thing for detecting good-aligned creatures.

Detect Invisibility

Range: 30 feet per level
Duration: 5 rounds per level
Area of Effect: 10-foot-wide path
Saving Throw: None

The wizard sees all invisible creatures and objects in the path of the spell. The spell also reveals partially concealed or hidden creatures (in bushes or shadows, etc.). The spell does not reveal illusions or allow the caster to see through solid objects.

Flaming Sphere

Range: 30 feet
Duration: 1 round per level
Area of Effect: Not applicable
Saving Throw: No damage from sphere

Wizards casting a *flaming sphere* spell make a flaming ball appear anywhere they want within 30 feet of them. The ball is as tall as a human (6 feet in diameter). The ball rolls

Wizard's Spells



around on the floor wherever a wizard points, moving up to 30 feet each round. It can roll up and over anything less than 4 feet tall.

It automatically sets wood and cloth on fire. If the sphere is aimed at one or more creatures, they each make a saving throw. If the saving throw is successful, it means they dodged the sphere and take no damage. Anyone touched by the sphere takes 2d4 points of damage. People or creatures within 5 feet of the sphere take 1d4 points of damage.

Invisibility

Range: Touch
Duration: 1 day or until the wizard attacks
Area of Effect: Creature or object touched
Saving Throw: None

People that wizards cast this spell on become invisible. (Wizards can cast this spell on themselves.) All the equipment that they are wearing when the spell is cast on them becomes invisible, too. They can still talk and make noise, and animals can still smell them. If they drop something they are carrying, it becomes visible. Invisible people or creatures that attack other creatures immediately become visible. They get a +4 bonus for that first attack. Spells that affect another creature are considered attacks.

Knock/Lock

Range: 180 feet
Duration: Instant
Area of Effect: One door or entrance
Saving Throw: None

This spell unlocks, unbars, unjams, or in some way opens a door. Whatever is holding the door shut is undone, even if it is nailed or welded shut. The *knock* spell permanently cancels *hold portal* spells, but only cancels *wizard lock* spells for 10 rounds. After that time the *wizard lock* spell takes effect again.

The *lock* spell closes the door, and throws all normal bars and locks. It does not magically seal the door like *hold portal* or *wizard lock*.

Levitate

Range: 60 feet per level
Duration: 10 rounds per level
Area of Effect: One creature or object
Saving Throw: Spell does not work

Intelligent targets of this spell can make themselves float up or down at a speed of 2 feet per round. If *levitate* is cast upon an object or unintelligent animal, the wizard who cast the spell controls the motion. Creatures, and objects held by a creature, get saving throws to avoid the spell. Objects and creatures being levitated must weigh less than 500 pounds.

Magic Mouth

Range: 30 feet
Duration: Until the mouth speaks
Area of Effect: One object
Saving Throw: None

A mouth appears on the target object. The wizard gives the mouth instructions for when to talk, and what to say. The mouth can say no more than 25 words. When it has delivered its message, the magic mouth disappears.

The instructions for when to speak can be as complicated and detailed as the wizard wants. However, the magic mouth can only "see" and "hear" normally. For example it could be told to speak when "an old woman carrying a sack of blue dragon eggs sits cross-legged on a stork within one foot of you." However, it could not be told to speak when an invisible person walks by, because it cannot see invisible things.

Mirror Image

Range: The caster
Duration: 3 rounds per level
Area of Effect: 6-foot-radius circle
Saving Throw: None

The spell creates illusory copies of the wizard. First- and second-level wizards get 1d4 mirror images. Third- through fifth-level wizards get 1d4+1 mirror images. When someone or something makes a successful attack roll on the wizard, the DM should roll randomly to see if the wizard is hit or an image. If an image is hit, it vanishes. The images move around in such a confusing way that even if the real wizard is hit one round, it is impossible to figure out which one is the real wizard the next round.

Stinking Cloud

Range: 90 feet
Duration: 1 round per level
Area of Effect: 20×20-foot square
Saving Throw: Creature is unaffected

Any person or creature caught inside the cloud must make a saving throw or else be unable to attack. The victim remains unable to attack for 1d4+1 rounds after leaving the cloud. A new saving throw must be made each round a person or creature remains in the cloud.

Web

Range: 15 feet per level
Duration: 20 rounds per level
Area of Effect: Eight 10×10×10-foot cubes
Saving Throw: Creature dodged webs

The web is made of thick, sticky ropes. It must be stretched between two places that hold it up (floor and ceiling, left wall

Wizard's Spells



and right wall, etc.). It is impossible to shoot arrows or other missiles at anything trapped in webs. The webs burn easily, going away in a single round. Everything in the webs takes 2d4 points of damage when they are burned.

If a creature makes its saving throw, but has nowhere it could have dodged, it is only partially trapped in the *web*. It can move at twice the rate given below through the webbing.

Man-sized creatures can move through the web at one foot per round. Large creatures can move two feet per round. Anything bigger than that moves 10 feet per round through the webs. Small creatures, or characters with a Strength of 12 or less, cannot get themselves out of the webs.

Wizard Lock

Range: Touch
Duration: Permanent
Area of Effect: 1 door or entrance
Saving Throw: None

This spell keeps a door magically closed, even if it does not have a normal lock. The wizard who cast the spell can open the door at any time, but it locks again behind him or her. A *knock* spell temporarily opens the door. The only other way to open the door is by breaking it down, which removes the spell.

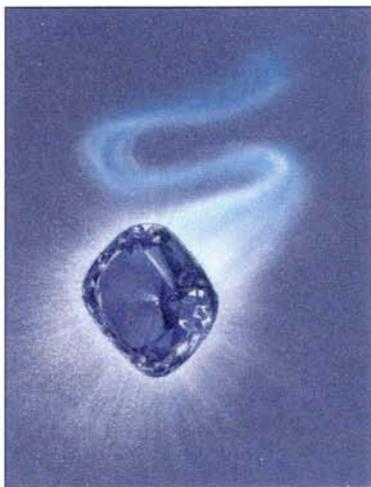
Third-Level Spells

Clairvoyance

Range: Special
Duration: 1 round per level
Area of Effect: As far as the wizard can see
Saving Throw: None

Wizards who cast *clairvoyance* place their minds at any single place they know, place they can see, or an obvious location. In their minds, they can see everything they would be able to see if they were really there. For example, they could cast the spell to see what is behind a door. The location behind the door is obvious and they know where it is, even though they cannot see it right now.

The spell does not let wizards see in the dark. It does not let them move their view around. Their mental vision is fixed in the place they chose.



Dispel Magic

Range: 360 feet
Duration: Instant
Area of Effect: 1 item or 30x30-foot square
Saving Throw: None

This spell has a 50% chance of removing spells and other magical effects. Roll separately for each spell or magical effect in the area of effect.

If the spell is cast directly on a single magical item, it automatically stops working for 1d4 rounds. If the item is held by a creature, the creature gets a saving throw to block the *dispel magic* spell.

Explosive Runes

Range: Touch
Duration: Until read
Area of Effect: 1 book, map, scroll, etc.
Saving Throw: No saving throw or half damage

The wizard can add magical letters and runes to anything that already has normal writing on it. Anyone reading the normal writing triggers the *explosive runes*. Thieves and other wizards have a 5% chance per level of detecting the runes before they go off while reading them.

Everyone within 10 feet of the runes takes 6d4+6 points of damage. Everyone except the reader gets to make a saving throw to cut that damage in half. The object the *explosive runes* was written on will probably be destroyed in the explosion unless it is made of a very tough material, like steel or rock.

Fireball

Range: 30 feet + 30 feet per level
Duration: Instant
Area of Effect: 20-foot-radius circle
Saving Throw: Half damage

The entire area of effect is filled with roaring flames. If there is not room for a 20-foot radial blast area, the *fireball* pushes into the available space until it fills 12 10x10-foot squares. Everything in the area takes 1d6 points of damage per level of the caster. For instance, a 5th-level wizard does 5d6 points of damage to everyone in the *fireball*.

Fly

Range: Touch
Duration: 10 rounds per level + 1d6x10 rounds
Area of Effect: One creature
Saving Throw: None

The target is able to fly at a speed of 18. The flying creature can hover or move slowly, while attacking or casting spells normally.

Wizard's Spells



Haste

Range: 180 feet
Duration: 3 rounds + 1 round per level
Area of Effect: 40x40-foot square
Saving Throw: None

The wizard can affect one creature per level in the area of effect. A hasted creature moves twice as far each round and attacks twice as many times. Spellcasting is *not* affected. A wizard or cleric can still only cast one spell per round. If there is a hasted creature in the group, the group gets a +2 bonus to its initiative roll.

Hold Person

Range: 360 feet
Duration: 2 rounds per level
Area of Effect: 20x20-foot square
Saving Throw: Person is not paralyzed

This spell paralyzes 1d4 people in its area of effect. The caster gets to pick which people are affected. A paralyzed person cannot talk, move, attack, or cast spells.

People include humans, dwarves, elves, gnolls, gnomes, goblins, hobgoblins, kobolds, lizard men, orcs, sprites, etc. Any creature that is humanoid in appearance and is size small or man-sized is considered a person for this spell.

Infraision

Range: Touch
Duration: 2 hours + 1 hour per level
Area of Effect: One person
Saving Throw: None

This spell lets a person see in the dark up to 60 feet away. It does not allow the person to see invisible things.

Lightning Bolt

Range: 120 feet + 30 feet per level
Duration: Instant
Area of Effect: 5x80-foot path, or a 10x40-foot path
Saving Throw: Half damage

The wizard can begin the bolt of lightning at any point within range. The *lightning bolt* must shoot directly away from the wizard. Everything in the area of effect takes 1d6 points of damage per level of the caster. For instance, a 3rd-level wizard does 3d6 points of damage to everyone in the *lightning bolt*. The bolt shatters up to 1 inch of wood, or a half an inch of stone. If the bolt reaches a wall before it has reached its full length, it bounces. The bounce may take it in a new direction or back along its previous path. Anyone getting hit twice because of a bounce must make two saving throws (keeping the worst of the two), but only takes damage once.

Slow

Range: 270 feet + 30 feet per level
Duration: 3 + 1 round per level
Area of Effect: 40x40-foot square
Saving Throw: Creature not slowed

The spell affects up to one creature per level of the wizard in the area of effect. So, a 5th-level wizard can only slow up to five creatures in the 40x40-foot square. Creatures nearer the caster are affected first. The creatures affected move at half their normal speed and make half their normal attacks. Usually this means they make the normal number of attacks, but they only attack every other round. They have a -4 Armor Class and attack roll penalty.

Suggestion

Range: 90 feet
Duration: 1 hour + 1 hour per level
Area of Effect: One creature
Saving Throw: Spell does not work

Wizards casting *suggestion* tell their victims to do something; in other words, they make a suggestion. A wizard must keep the *suggestion* short—a few words or phrases, no more than a sentence or two. The wizard can even put conditions on the *suggestion*, such as, "Your leader is a traitor. When he enters the room, attack him." In this example, so long as the leader enters the room before the spell ends, the *suggestion* works.

Whatever wizards suggest to their victims must seem reasonable. In the example above, just saying "attack your leader," would not work. It is not reasonable to expect people or creatures to attack their leader for no reason. However, if they *already* believe their leader is a traitor. . . .

Water Breathing/Air Breathing

Range: Touch
Duration: 1 hour per level + 1d4 hours
Area of Effect: Creatures touched
Saving Throw: None

Wizards casting *water breathing* can touch as many creatures as they want on the round they cast this spell. However, the duration for each creature touched is divided by the total number of creatures the casting wizard touches. The spell allows the target to breathe water as if it were air. The opposite of this spell, *air breathing*, allows creatures that normally breathe water to breathe air.

Cleric's Spells



Each clerical spell described in this booklet has four things listed at the top: range, duration, area of effect, and saving throw. Below that is the actual spell description. Many of these have values like *3 rounds per level*. This means that number is multiplied by the level of the cleric. In this example, a 2nd-level cleric would have 6 rounds.

Some spells have two names, such as *knock/lock*. This means that the spell can be memorized two different, usually opposite, ways. Knowing one spell means automatically knowing the other. However, clerics must choose which one they are memorizing before the adventure begins.

Many more spells of these levels and higher can be found in the AD&D game *Player's Handbook*.

Range: This is how far away a cleric can cast the spell. It usually refers to the center or beginning point of the spell. Parts of the spell might go past the range. Clerics must always be able to see the place where they are casting a spell (exceptions to this rule are shown in the spell description).

A range of "touch" means the cleric has to touch the creature or object. If the creature does not want to be touched, it takes a successful attack roll for the cleric to touch it.

Duration: This is how long the spell lasts. Any spells with an "instant" duration are over in the same round that the cleric cast them. Spells that have a die roll for duration are rolled by the Dungeon Master (DM). The DM keeps the actual duration secret from the players.

Area of Effect: This is the space the spell takes up when it works or the number of creatures that the spell works on. Most spells are listed in 10x10-foot squares. It is assumed that the squares are also 10 feet high.

Saving Throw: Most spells allow their targets a saving throw to avoid being affected. This entry tells what happens when targets make their saving throws.

First-Level Spells

Bless/Curse

Range: 180 feet
Duration: 6 rounds
Area of Effect: 50x50-foot square
Saving Throw: None

All creatures friendly to the cleric in the area of effect feel braver. They make their saving throws against fear-creating spells or creatures with a +1 bonus. They attack with a +1 bonus to their THACO. Only one of these spells can be cast on a person at a time. It must be cast upon characters not already in combat. The spell does not work on characters who are already fighting.

The reverse of this spell, *curse*, does the opposite. The victims save against fear-creating spells or creatures with a -1 penalty and attack with a -1 penalty.

Combine

Range: Touch
Duration: Concentration
Area of Effect: 3, 4, or 5 clerics
Saving Throw: None

The cleric casting the *combine* spell stands in the middle. The other clerics form a circle around him or her, holding hands. So long as all the clerics in the circle concentrate and are not attacked or disturbed, the spell keeps working. If the central cleric is attacked or disturbed, the spell is *not* ruined.

Each cleric in the circle adds one to the level of the cleric in the center. The central cleric cannot rise more than four levels. When the central cleric tries to turn undead or cast

Cleric's Spells Table

First-Level Spells

- 1 Bless/Curse
- 2 Combine
- 3 Cure Light Wounds/
Cause Light Wounds
- 4 Detect Evil/Detect Good
- 5 Detect Magic
- 6 Endure Heat/Endure Cold
- 7 Light/Darkness
- 8 Protection from Evil/
Protection from Good
- 9 Purify Food & Water
- 10 Remove Fear/Cause Fear

Second Level Spells

- 1 Aid
- 2 Augury
- 3 Detect Charm/
Undetectable Charm
- 4 Find Traps
- 5 Fire Trap
- 6 Hold Person
- 7 Know Alignment/
Undetectable Alignment
- 8 Produce Flame
- 9 Silence, 15' Radius
- 10 Slow Poison

Third Level Spells

- 1 Animate Dead
- 2 Continual Light/
Continual Darkness
- 3 Cure Disease/
Cause Disease
- 4 Dispel Magic
- 5 Glyph of Warding
- 6 Locate Object/Obscure Object
- 7 Prayer
- 8 Protection from Fire
- 9 Remove Curse/Bestow Curse
- 10 Speak with Dead

Cleric's Spells



spells, this new, higher level is used. Central clerics casting *combine* do not get extra hit points or an improved THACO.

Cure Light Wounds/ Cause Light Wounds

Range: Touch
Duration: Instant
Area of Effect: Creature touched
Saving Throw: None

The cleric restores 1d8 hit points to the creature she or he touches. This spell does not stop poison, cure diseases, or cure other magical illnesses. It will cure the damage caused by poison.

The reverse of this spell, *cause light wounds*, does 1d8 points of damage to the creature touched. The cleric must make a successful attack roll to touch the target.

Detect Evil/Detect Good

Range: The cleric
Duration: 10 rounds + 5 rounds per level
Area of Effect: 10-foot-wide, 360-foot-long path
Saving Throw: None

The cleric must concentrate in the same direction for a full round to use this spell. Only evil monsters or characters within 360 feet will be detected. It will also show monsters or people to be evil if they are plotting against the cleric. Such monsters or people must have at least a low intelligence.

Animals kill for food or to protect themselves, and if they are about to attack, it is *not* an evil act. Traps and other simple objects, no matter how dangerous they are, are not detected by this spell.

The *detect good* spell does the same thing for detecting good-aligned creatures.



Cleric's Spells



Detect Magic

Range: The cleric
Duration: 10 rounds
Area of Effect: 10-foot-wide, 90-foot-long path
Saving Throw: None

The area of effect goes wherever the cleric looks. Any magical object or spell effect in that area glows, but only the cleric sees it. People with *charm* spells on them will glow. Powerful magic glows brighter than weak magic. It takes a full round to cover a 60-degree arc (from 12 to 2 o'clock on a clock).

Endure Heat/Endure Cold

Range: Touch
Duration: 1_ hours per level
Area of Effect: Creature touched
Saving Throw: None

The target of this spell is unaffected by extreme cold or extreme heat. The temperatures must be within the range of normal weather (–30 degrees to 130 degrees Fahrenheit). Anything beyond that does 1 point of damage for every hour the target is in it.

Magical fire or magical cold will end either version of the spell. However, the character takes 10 fewer points of damage from the attack.

Light/Darkness

Range: 360 feet
Duration: 1 hour + 10 rounds per level
Area of Effect: 20-foot-radius circle
Saving Throw: None

A *light* spell can be cast on a creature, an object, or a place. Creatures get a saving throw. If the saving throw is made, the spell is fixed to the place where the creature was, but not on the creature. If the spell is put on an object or a creature, it moves around as the target moves around. If it is cast into a *darkness* or *darkness, 15' radius* spell, both are canceled.

The reverse of this spell, *darkness*, creates a pitch-black area of darkness. Creatures who can see in the dark (elves, dwarves, and certain monsters) can see in it, but all other creatures are blind.

Protection from Evil/ Protection from Good

Range: Touch
Duration: 3 rounds per level
Area of Effect: Creature touched
Saving Throw: None

The target of this spell is protected from evil creatures. Evil creatures have a –2 penalty to their attack rolls when attack-

ing the target. Any attack by an evil creature that forces protected characters to make a saving throw allows these character a +2 bonus to their saving throw.

The reverse of this spell, *protection from good*, protects evil monsters and people from the forces of good.

Purify Food & Water/ Putrefy Food & Water

Range: 90 feet
Duration: Instant
Area of Effect: 10×10-foot square
Saving Throw: None

This spell makes rotten or poisoned food and water become pure and healthful. The reverse of this spell, *putrefy food & water*, rots food and makes water undrinkable. It does not create poison in either the food or water.

Remove Fear/Cause Fear

Range: 30 feet
Duration: Instant, 10 rounds
Area of Effect: 1 creature per 4 levels
Saving Throw: None, spell does not work

Any frightened or terrified creature is calmed by this spell. The fear is gone until a new experience with whatever frightened the creature brings it back. The spell also grants a +4 bonus to any saving throw against fear-creating spells or creatures for the next 10 rounds.

The reverse of this spell, *cause fear*, makes creatures frightened enough to run away. This version of the spell allows these creatures a saving throw.

Second-Level Spells

Aid

Range: Touch
Duration: 1 round + 1 round per level
Area of Effect: Creature touched
Saving Throw: None

The target of this spell gets a +1 bonus to attack rolls and saving throws, just like in the *bless* spell. They also get 1d8 extra hit points. Any wounds they take use up these extra hit points first. When the spell ends, the extra hit points go away, but so do any wounds against the extra points.

Augury

Range: The cleric
Duration: 1 round
Area of Effect: One action in the next 30 rounds
Saving Throw: None

Cleric's Spells



Clerics who cast *augury* get to ask the DM about an action that their companion PCs may try in the next 30 rounds (half an hour). There is a 75% chance of getting a useful answer.

The DM must tell the characters if the action will be good or bad for them. The DM should talk like a prophet, saying things like "Pain and destruction await!" or "Gold and glory are found on that path." If the action will bring both good and bad things (for example, a tough monster and a big treasure) the DM might say something like "Great risk brings great reward."

Useless answers, which happen 25% of the time, would call for the DM to say something like "Beware! Heroic deeds await you." Such answers do not tell the characters anything, but sound impressive.

Detect Charm/Undetectable Charm

Range: 90 feet
Duration: 10 rounds
Area of Effect: One creature per round
Saving Throw: No charm is detected

This spell tells the cleric if a creature is being affected by a *charm person*, a *suggestion* spell, or some other kind of magical control. It does not tell the cleric what kind of control is in effect, only that the creature is being controlled.

The reverse of this spell, *undetectable charm*, makes a creature immune to the *detect charm* spell for one full day.

Find Traps

Range: The cleric
Duration: 30 rounds
Area of Effect: 10-foot-wide by 90-foot-long path
Saving Throw: None

The cleric sees all traps, both magical and normal, in the area of effect. This includes alarms, warning devices, and any teleport areas meant to harm or confuse the characters. The spell does not detect ambushes by creatures, nor does it detect natural hazards like avalanches or floods. The spell allows the cleric to see that there is a trap, but not what the trap does, how it is triggered, or how to disarm it.

Fire Trap

Range: Touch
Duration: Until set off
Area of Effect: An entrance or an opening
Saving Throw: Half damage

This spell can be cast on doors, lids, book covers, bottle tops, etc. (All of these things can be opened and closed.) When the enspelled object is opened, the *fire trap* goes off. It does 1d4 points of damage, plus 1 point of damage for each level of the cleric. In other words, a 5th-level cleric's *fire trap* spell does 1d4+5 points of damage. The item that is trapped is not hurt by the flames.

The cleric who cast the spell can open and close the object without setting off the trap. Thieves have only half their normal chance to find or disarm a *fire trap*.

Hold Person

Range: 360 feet
Duration: 2 rounds per level
Area of Effect: 20x20-foot square
Saving Throw: Person is not paralyzed

This spell paralyzes 1d4 people in its area of effect. The caster gets to pick which people are affected. A paralyzed person cannot talk, move, attack, or cast spells.

The spell only works on people, not monsters or animals. For this spell, a person is any humanoid-type creature that is small or man-sized. This includes humans, dwarves, duergar, drow elves, elves, gnolls, gnomes, goblins, hobgoblins, kobolds, lizard men, orcs, sprites, and werebeasts.

Know Alignment/ Undetectable Alignment

Range: 30 feet
Duration: 10 rounds
Area of Effect: 1 creature per round
Saving Throw: Creature's alignment stays secret

Clerics are able to tell the exact alignment of creatures with this spell. They must concentrate on a single creature for a full round to determine its alignment.

The reverse of this spell, *undetectable alignment*, protects one creature from a *know alignment* or *detect evil/detect good* spell for 24 hours. The target does not have to make a saving throw.

Produce Flame

Range: The cleric
Duration: 1 round per level
Area of Effect: One creature
Saving Throw: None

A flame appears in the cleric's hand. For the duration of the spell, the cleric is able to throw flames, 1 per round, up to 120 feet away. The cleric must make an attack roll to hit a monster. The monster takes 1d4+1 points of damage. The flames set anything that burns easily on fire, provided they successfully hit.

Silence, 15' Radius

Range: 360 feet
Duration: 2 rounds per level
Area of Effect: 15-foot-radius sphere
Saving Throw: None

Cleric's Spells



A *silence* spell can be cast on a creature, an object, or a place. Creatures get a saving throw. If the saving throw is made, the spell is fixed to the place where the creature was, but not on the creature. If the spell is successfully cast on an object or a creature, it moves around as the target moves around. Within the area of effect, no sounds can be heard or made. This makes spellcasting impossible.

Slow Poison

Range: Touch
Duration: 1 hour per level
Area of Effect: One creature
Saving Throw: None

This spell slows the effects of being poisoned by any means, but it does not get rid of poison in a character. So long as the spell is going, the poison does not start hurting (causing damage to) the character. If the character can get out of the dungeon before the *slow poison* spell ends, the temple will get rid of the poison for 100 gold pieces.

Third-Level Spells

Animate Dead

Range: 30 feet
Duration: Permanent
Area of Effect: 1 body per level
Saving Throw: None

Used only by evil clerics, this spell brings bones to life as skeletons and dead bodies to life as zombies. (The DM should use the monster descriptions for skeletons and zombies found in the *Introduction to the MONSTROUS MANUAL*.) If there are nothing but bones left of the body, a skeleton is made. If there is still flesh on the bones, a zombie is made. Ju-ju zombies are not made this way.

Once the monsters are made, they obey the verbal commands of the cleric that created them. Without directions they keep doing what they were told to do last or stop moving (the DM picks). They defend themselves if attacked. The skeletons and zombies are not affected by *dispel magic*. They must be destroyed by combat.

Continual Light/Continual Darkness

Range: 360 feet
Duration: Permanent
Area of Effect: 60-foot-radius circle
Saving Throw: None

This spell is a lot like the *light* spell. However, the light it makes is as bright as sunlight. A *continual light* spell can be cast on a creature, an object, or a place. Creatures get a saving throw. If the saving throw is made, the spell is fixed to the place where the creature was, but not on the creature. If the

spell is successfully cast on an object or a creature, it moves around as the target moves around. If it is cast into a *darkness*, *continual darkness*, or *darkness*, 15' radius spell, both are canceled.

The reverse of this spell, *continual darkness*, makes a pitch-black area of darkness. Even creatures who can see in the dark, like elves, dwarves, and certain monsters, cannot see in it.

Cure Disease/Cause Disease

Range: Touch
Duration: Instant
Area of Effect: Creature touched
Saving Throw: None

This spell heals all kinds of diseases, both magical and normal. It takes no fewer than 10 rounds and no more than 10 days for the target creature to finish healing. The cleric only needs to touch the target for a round to get the spell going. Exactly how long it takes to cure a disease is up to the DM. Strange or magical diseases should take at least one full day. Normal, nonlife-threatening diseases should take less than a day. The lycanthropy of a werebeast's bite cannot be cured by this spell.

The reverse of this spell, *cause disease*, is only used by evil clerics. The victim gets a saving throw to stop the infection. It takes effect immediately if the victim fails the saving throw. A *cure light wounds* spell will not heal any damage so long as a character is diseased. Each month diseased characters lose 2 points of Charisma. They die in 1d6 months. The temple in town will heal diseased characters for 500 gold pieces. A *cure disease* spell will also cure them.

Dispel Magic

Range: 180 feet
Duration: Instant
Area of Effect: 1 item or a 30×30-foot square
Saving Throw: None

This spell has a 50% chance of removing spells and other magical effects. Roll separately for each spell or magical effect in the area of effect.

If the spell is cast directly on a single magical item, it automatically stops working for 1d4 rounds. If the item is held by a creature, the creature gets a saving throw to block the *dispel magic* spell.

Glyph of Warding

Range: Touch
Duration: Until set off
Area of Effect: 5×5-foot-square area
Saving Throw: Half damage, or spell does not work

Cleric's Spells



Clerics casting *glyph of warding* write a magical symbol on the area being protected. When they are done, the writing becomes invisible. Anyone crossing in front of where the glyph is drawn, opening the door it is drawn on, or lifting the lid where the glyph was written sets off the glyph. Thieves have half their normal chance to find or remove a *glyph of warding* trap.

The glyph can have almost any type of effect. If it is set to do damage, it does 1d4 points per level of the cleric. Clerics can pick fire, cold, electricity, or any other type of damage they can think of. If not set to do damage, the glyph can cause disease as the spell, paralyze, blind, deafen, or anything else clerics can think of. Only clerics of much higher level can cast a *glyph of warding* that instantly kills someone setting it off. For more information, check out the AD&D *Player's Handbook*.

Locate Object/Obscure Object

Range: The cleric
Duration: 8 hours
Area of Effect: 180 feet + 30 feet per level
Saving Throw: None

The cleric can only pick one object to locate. Once it has been found, or when 8 hours have passed, the spell ends. The object must be something the cleric has seen before and knows well. It can be part of a place, like a stairway, as long as the cleric has seen that particular stairway before. The spell cannot locate creatures.

The cleric only knows what direction the object is in, but not how to get to it. This is a straight line direction. The cleric may have to go around obstacles or even backward to find an open path to the object.

The reverse of this spell, *obscure object*, hides an object from the *locate object* spell and even from *crystal balls*. The cleric must touch the object to obscure it.

Prayer

Range: The cleric
Duration: 1 round per level
Area of Effect: 60-foot-radius circle
Saving Throw: None

The *prayer* spell gives the cleric and all of the cleric's friends special bonuses. All attack rolls, damage rolls, and saving throws get a +1 bonus. All of the cleric's enemies get at -1 penalty on attack rolls, damage rolls, and saving throws. Damage rolls always do at least 1 point of damage.

Protection from Fire

Range: Touch
Duration: 10 rounds per level
Area of Effect: Creature touched
Saving Throw: None

Clerics who cast this spell on themselves cannot be hurt by regular fire (torches, oil fires, etc.). The first 60 points of damage from magical fires (dragon breath, *fireball* spells, etc.) are ignored. After that the protection of the spell is gone, and the spell ends.

If a cleric casts the spell on another creature, that creature cannot be hurt by regular fire. Against magical fires, the creature gets a +4 bonus to all its saving throws. The creature only takes half damage from magical fires.

Remove Curse/Bestow Curse

Range: Touch
Duration: Permanent
Area of Effect: Creature or object touched
Saving Throw: None, or spell does not work

This spell can remove simple curses from creatures or objects. It cannot remove the curses found on most magical items like *swords of berserking* or cursed magical -1 weapons. However, it allows people to get rid of cursed items that they normally could not. These items remain cursed, but characters are no longer tied to them.

The reverse of this spell, *bestow curse*, is usually cast by evil clerics. It can be used to reduce an attribute (Strength, Wisdom, etc.) to 3, lower the target's attack rolls and saving throws by -4, or make normal items break when the target handles them. The *bestow curse* spell allows the victim a saving throw to avoid the curse.

Speak with Dead

Range: Touch
Duration: 1 round (2 questions)
Area of Effect: Creature touched
Saving Throw: Spell does not work

The cleric can get answers from the body of a creature that has been dead a week or less. The corpse uses the saving throw it would have had in life. If the creature in life had exactly the same alignment as the character and did not have more levels (or Hit Dice) than the cleric, it automatically fails its saving throw.

The dead creature cannot lie, but this does not mean it necessarily knows answers. "I don't know" is a valid answer. Even when the dead creature does know, its answer should be given so that it is hard to figure out. For example, a cleric might ask, "What kind of monster killed you?" The dead creature might answer, "A cruel man-eater." It is up to the DM to decide how much information the dead body gives in its answers.

Normal Equipment

Armor	Gold Pieces	Armor Class	Other	Gold Pieces
Robes (no armor)	1	10	Horse	75
Shield	7	+1 bonus	Saddle bags	4
Leather	5	8	Backpack	2
Chain mail	75	5	Chain, per foot	3
Plate mail	600	3	Chest, wooden	2
			Candles	0
			Fishing net	4
Weapons	Gold Pieces	Damage	Fire starting kit	1
Arrows, 24	1	1d8	Food and water	0
Battle axe	5	1d8	Glass bottle	10
Bow	100	—	Grappling hook	1
Club	0	1d6	Ladder, 10-foot-high	1
Dagger	2	1d4	Lantern	7
Mace	8	1d6+1	Mirror	10
Hand/throwing axe	1	1d6	Bottle of oil	10
Quarterstaff	0	1d6	Paper & ink	9
Spear	1	1d6	Rope (50 feet)	1
Sword, long	15	1d8	Sacks (5)	1
Sword, short	10	1d6	Small telescope	1,000
Sword, two-handed	50	1d10	Torch	0

All of the things on this equipment list are available in the medieval times when knights in armor were common. Things like gunpowder and electricity had not been invented or discovered yet. The prices of the items show that, too. For example, the small telescope (also called a spyglass) is very expensive. They were hard to build back then.

Some things are so cheap that it is not even worth counting them. Candles, food and water, and torches all have a cost of 0 gold pieces. If players try to have their characters buy too much of these sorts of things, DMs can give them a cost.

Small Telescope: This lets the character using it see things as if they were 10 times closer.

Silver Weapons: A silver weapon has to be specially made. It costs 10 times the regular cost to make a silver weapon. Silver weapons are easily ruined. The first three times they hit, they are automatically undamaged. After that, there is a 20% chance each time a silver weapon hits that it will bend or break. Silver weapons can be repaired for twice the cost of buying a regular steel one.



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DUNGEON MASTER® Guide

Advanced **Dungeons & Dragons®**



INTRODUCTION TO

Advanced Dungeons & Dragons[®]

WORLDS OF ADVENTURE

Game

Introduction to the DUNGEON MASTER[®] Guide

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Design: L. Richard Baker III, David "Zeb" Cook, Kevin Melka, and Bruce Nesmith

Editing: Julia Martin and Thomas M. Reid

Art Coordinator: Peggy Cooper

Cover Art: Jeff Easley

Interior Art: Bruce Eagle, Jeff Easley, Paul Jaquays, Walter Velez and Robin Wood

Graphics Coordinator: Sarah Feggstad

Cartography: Diesel and Robin Raab

Graphic Design: Dee Barnett

Electronic Prepress Coordinator: Tim Coumbe

Typography: Angelika Lokotz

Production: Paul Hanchette

TSR, Inc.
201 Sheridan Springs Rd.
Lake Geneva
WI 53147
USA



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

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About Adventures



This book contains adventures—the heart of the AD&D® game. The *Introduction to the Player's Handbook* included in this game told you how characters do things in the game. This *Introduction to the DUNGEON MASTER® Guide* tells you why the characters want to do anything.

In the *Introduction to the Player's Handbook* you learned that role-playing games are not like board games. Instead of moving pieces around a board, an ADVANCED DUNGEONS & DRAGONS® game adventure is like a story where the players get to control the actions of the main characters. Will the brave knight charge into battle? That is something you must decide for your character. What is the knight fighting? What happens if he wins—and what happens if he loses? These answers are part of the story. In role-playing games, each story is called an *adventure*.

The Dungeon Master

One of the things that makes the AD&D game different and exciting is the Dungeon Master, who is sometimes just called the DM. In most games, everyone is doing the same thing. In other words, all players are equal. That's not true in the AD&D game. The Dungeon Master has a special role completely different from the other players.

In the AD&D game, each player is pretending to be one of the characters on the character cards. Instead of just moving a plastic piece around on a board, the players are told what the place their characters are in looks, sounds, and smells like. The players pretend that they are their characters and that they are in the place described. Players can try to do anything that real people might do if they were there. *Anything!* Of course, trying something does not mean it will work.

That is where the Dungeon Master comes in. DMs know what the place looks, sounds, and smells like. DMs know what is hidden and what is in plain sight. The adventure book tells them. The DM is the one who tells the players what their characters see and hear.

About Adventures



When the monsters show up, the DM gets to play them. Most types of monsters are only interested in trying to eat the characters. Other monsters can think and talk. Playing those monsters can be a lot more fun. The DM talks for all of them, just as the other players talk for their characters. DMs decide what intelligent monsters do and what they say.

The Dungeon Master is also in charge of the rules. Dungeon Masters decide what happens each time the characters try something. DMs decide if an action works or fails, or if something weird happens. The rules in this book are there to help the DM.

Finally, the Dungeon Master gives out experience points to the characters at the end of an adventure. Characters use experience points to help them become more powerful. The Dungeon Master figures out how many points characters get for killing, defeating, or running from the monsters in an adventure and whether they deserve any experience point bonuses. The DM then tells the players what they each have earned.

Being a Dungeon Master is very exciting. It also takes more work than just being one of the players. Dungeon Masters have to know the rules. They do not have to have the rules memorized, but they should read through the *Introduction to the Player's Handbook* and this section of the *Introduction to the DUNGEON MASTER Guide*. DMs also have to read an adventure before sitting down to play it.

Before you can play the AD&D game, you have to pick somebody to be the Dungeon Master. The Dungeon Master does not have to always be the same person. The people in your playing group can take turns. The best person to choose for the DM first is the person who owns the game. However, everyone should take a turn sooner or later.

How Does the DM Win?

The Dungeon Master does not play to win. The other players are all trying to win the adventure. It is the Dungeon Master's job to help them do it, but still make it a challenge—otherwise the game is not fun. The DM is not trying to beat the other players.

More than anything else, DMs have to be fair. They are more like umpires or referees than players. When the other players say what they want their characters to do, a DM must decide what happens. Even if the DM does not like what a player is doing, if it should work, he has to let it work. When a DM is not sure, there are rules and die rolls to help him.

I'm the DM, What Do I Do?

For the DM, playing a game is called *running an adventure*. That is because the DM is in charge of the story. Before the players sit down to play a game, the DM reads the adventure. A DM knows what could happen—the other players do not. It's the DM's job to make the story come to life, but what does she or he actually do when it comes time to play? The steps below will help you be a DM.

1. At the start of the game, read the introduction to the other players. This gives an event or problem the characters must explore or solve. The CD introduces the first two adventures in this book.
2. When the characters have an encounter, read the description to the players. Descriptions that are to be read to players are in boxes in this *Introduction to the DUNGEON MASTER Guide*. Do not reveal any secret information to them! Here the CD will help you through the first two adventures.
3. After you describe the encounter, ask the players what their characters will do. Now is the chance for the players to make decisions for their characters.
4. Use the rules and the secret information in the encounter to decide what happens.
5. Act out the part of any monsters or people in the encounter. The descriptions say how these people will act, but you must bring them to life. If the monsters talk, you decide what they say. If they fight, decide things like who they will attack. You may even have them run away or surrender. The CD will help you do these things at first.

Being a Good Dungeon Master

Being the Dungeon Master is a lot of fun, but it is also more work than just being a player. That is why we recommend that you and your friends take turns being the Dungeon Master. It gives everyone a chance to see what it is like, and gives you a chance to just be a player. Whoever is the DM, here are some tips that can help.

Be Prepared: The most important tip is to be prepared. Always read the adventure before inviting your friends over to play. It is a good idea to read the monster descriptions for all the monsters used in the adventure and all the magical item descriptions for magical items that show up in the adventure. This may sound like a lot of work, but most adventures do not have that many monsters or magical items in them. It should only take a few minutes to do the reading.

About Adventures



Fairness: Being fair is also important. Do not ever play favorites with the players. Just because you like one of the players a lot does not mean her ideas and actions are always right. She will make mistakes just like the other players, and should have to deal with the results. On the other hand, just because you do not like a player does not mean that all of her ideas are stupid. She will do some smart and fun things, too. You have to let them work when she does.

Acting: Everybody in an AD&D game should do some acting. Pretending to be a character means talking and acting like him or her. The players should try to do what they think their characters would do, not necessarily what they would do.

Dungeon Masters have to do even more acting. They do not have just one person to pretend to be, but lots of them. As the DM, you should change your voice for each character. It does not have to be an award-winning performance. Just making your voice deeper or higher will do the trick most times. Think about cartoon voices you have heard on television and try to imitate one or two.

You can also change the way you talk. This works even better than changing the tone of your voice. For instance, one monster might talk really slowly, while another talks quickly. One monster might say “yep” a lot, while another uses the word “great!” all the time. These tricks tell the players that each person you are pretending to be is different and will act differently. Don’t be afraid to ham it up—the other players will love it!

Props: If you have the time, getting together some props always helps. For example, bring a piece of uncooked spaghetti to the game. When you have to play a farmer, put the spaghetti in your mouth as if it were a piece of grass that he is chewing on. Hats are another good prop to help make each character seem special. The best rule about props is to keep them *safe and simple*. You do not want to light real fires or do anything that makes a big mess. You also do not want to have your players waiting around for a long time while you change costumes or set up a complex prop.

Winging It: Sometimes an adventure gets off track. The players have their characters do something that is not covered in the adventure material. Rather than tell the players “you can’t do that,” go ahead and let them play it out. You just make up what happens.

Do not be afraid to call for a time out to think things over. It is better to break for a minute and let everyone get a drink or whatever, than it is to make a bad decision.

Always be ready to put the adventure back on track. Somehow, the DM has to find a way to get the players

back into the regular adventure. This may mean changing something about the adventure. If the players had their characters go into the swamp, rather than up the mountain where the adventure site was waiting for them, move the location of the adventure site to the swamp. You may have to make up a new entrance, but the rest of the dungeon should work just fine.

Setting Up

When it comes time to play, take the DUNGEON MASTER Screen and set it at one end or side of the table. This is where the DM sits. The DM keeps the *Introduction to the DUNGEON MASTER Guide*, the *Introduction to the MONSTROUS MANUAL*, a pencil, and some blank paper behind this, so the other players won’t know what is about to happen. The inside of the screen has most of the game rules on it, so the DM doesn’t have to always look at the *Introduction to the Player’s Handbook*.

Next, lay the map used in the adventure in the center of the table where all players can reach it. Set the dice out on the table. (Both the players and the DM will need to use the dice, so be ready to pass them around.) Everything else you need to play is in this book. Go ahead and have some fun!

Using the Adventures

There are three adventures in this booklet. The first two use the CD, and the last one does not. The adventures should be played in order, starting with “The Tomb of Damara” and ending with “Under Mount Dread.” Playing them in order is important! The adventures are meant to take 1st-level characters and advance them to 5th level by the end of the last adventure. If you start playing with the second adventure, “The Ghost of Harrow Hill,” the monsters and problems are too tough for new characters.

The adventures also help new players and DMs in the same way. “The Tomb of Damara” and “The Ghost of Harrow Hill” have many notes and tips to help new DMs run the adventures. For players, things are kept simple at first, until they learn the ropes. The later adventures give the DM more responsibility, since by then the DM knows now what she or he is supposed to do.

Using the CD

This game includes a special aid to help you learn and run your first role-playing adventures—the *Introduction to AD&D* game CD. This CD begins with an introduction to role-playing. It also contains tracks of adventure dialogue combined with special sound effects to help you run the beginning adventures in this book.



About Adventures



Shaded boxes, like the one below, tell you the encounter uses the CD. The number is the CD track used. When you reach this symbol play the track number shown. When the track is finished, you will hear a bell-like tone to remind you to *stop the CD*.

12

To help you remember what is heard, or if for some reason you are not using the CD, each of the CD track symbols is inside a box shaded in gray, like this one. These notes tell you what the monsters and other important characters say in the track, and what sound effects are on the track. You can use this information to act out the scene or in case you need to double check what you heard on the CD.

|| Sometimes you will be asked to pause the CD while your players react to what they've heard. **PAUSE** This is marked by this **Pause** symbol. The text will tell you exactly which words to pause after. Push the pause button again when you are told to resume the CD.

IMPORTANT: After you play a track, remember to *stop the CD* so that it doesn't continue on to the next track.

Special Messages

To help find things in the adventures quickly, there are special messages that alert you to important facts and things to do in the adventure.

READ ALOUD: First, anytime there is text in a box, you should read that section *out loud* to the players.

DECISION: Anytime you see this message, the players have to *make a decision*. The DM should stop and ask the question given.

IMPORTANT! This message indicates that there is an important point that the DM should not overlook.

SEARCH: This message means that there is something hidden here. If the characters *search*, they might find it.

TRAP! This message alerts the DM that there is a *trap* here.

Monster Summaries

Throughout the adventures, each area includes monster descriptions that contain all the numbers you will need for each monster. They may look crowded, but all they are is a short way to include the information about each monster provided in the *Introduction to the MONSTROUS MANUAL* so that it's always right in front of the DM. Below these numbers are the hit points for each monster. It's okay to write in this book when the characters hit the monsters. Use a pencil (so it can be erased) and write the hit points of damage done to each monster next to its hit point total.

The Story of the Adventures

The three adventures in this booklet are more than separate stories. The three adventures can also be connected to each other to form a *campaign*. The campaign takes place in the magical world of Faerûn (fay-ROON). What joins all the adventures together doesn't have to be fancy or complicated, it just has to explain how the player characters get from one adventure to the next.

The Tomb of Damara

In the first story the characters are new and eager to prove their strength as adventurers. Their chance comes when the High Wizard Netheril wants them to enter an old ruin and search it for his missing apprentice. The ruin is not empty, though! Horrible things have moved in, so the search will be dangerous.

Exploring ancient ruins for treasures and rescuing prisoners from evil monsters are two common stories in many role-playing settings. The characters are heroes protecting the weak and recovering treasures stolen by the forces of evil.

After their first adventure, the characters have a chance to rest and heal, until . . .

The Ghost of Harrow Hill

Now the group feels confident! After all, they have risked death and still succeeded. So when they hear rumors of a haunted house, it seems like just the challenge for them. Little do they know the dangers that await once they are trapped inside the spooky manor house on Harrow Hill.

The second adventure is another type of story common to role-playing. In this one, the characters have a problem. If it is not solved, they could lose their lives! They are not searching for great treasures, but battling

About Adventures



monsters to save their own skins. The player characters must be brave and clever if they want to see daylight again.

Under Mount Dread

After the characters escape that terrible house, they return to their town. The town is in the grip of fear! New bands of monsters are coming out of nearby ruins and threatening the townsfolk. It is time for the characters to be heroes once more.

By now, the DM is ready to go it on his or her own, so "Under Mount Dread" is presented as a standard adventure, like one DMs often create themselves. It does not have the special notes and playing hints of the other adventures, so the DM is free to create whatever he wants for the adventure.

Leaving and Coming Back

One great thing about role-playing games is that the *characters do not have to finish the adventure all at once*. Suppose the player characters are badly hurt early on. Unless there's a reason—like in "The Ghost of Harrow Hill"—the group can leave the adventure and go back to town. There they automatically heal and get new spells. Then they can go back to the adventure location and try again.

Monsters get to rest, too. Any monsters that were injured heal while the characters are in town, but dead monsters don't come back to life.

Sometimes it takes three or four tries at an adventure, clearing out a couple of rooms with each trip, before everything is finished. When the player characters look like they're really beat up, the DM might suggest a timely retreat to the players.

Experience Points

Every time the characters defeat a monster, they earn experience points. When they get enough experience points, the characters go up one level. With each level the characters get new powers and become tougher.

The experience points for the monsters are shown in the adventure. They can also be found in the *Introduction to the MONSTROUS MANUAL*.

When the characters go back to town, add up the experience points for all the monsters they defeated. Give each character the total experience points.

In the complete AD&D game, the total experience points are divided evenly between the characters at the end of the adventure. However, the characters also fre-

quently get bonus experience points for other things they do in the adventure. This does not happen in the *Introduction to AD&D* game.

The Town

Characters can't adventure all the time. Even though they're just pretend people, they eat, sleep, and do the things many real people do. The only difference is these things are skipped over because they are not exciting. When characters are not adventuring, they are in Freedale. Don't worry too much about the town right now; you can learn more about how a town fits into a campaign after you and your players have finished "The Tomb of Damara."

For now, all you need to know is that Freedale is just an ordinary little medieval town in a place called the Dalelands, which is a region in the world of Faerûn. When the characters are in Freedale, they rest and prepare for new adventures. The rest heals wounds. Characters can buy new weapons, armor, and gear, or they can sell gems and exchange money. They can also learn what newly found magical items do.

These services are available at four special places in town: The Temple of Lathander, the general store, Foxworth the moneylender, and the High Wizard Netheril's tower. You can look on the DUNGEON MASTER Screen to find out more, or if you really need more information, check out the Town of Freedale section.



The Tomb of Damara



Stop!

Are you the DM? This book is for the DM only.

What You Need

- The Basic Rules
- A CD player
- The CD
- The Tomb of Damara Map
- The character cards
- The DM Screen
- The dice
- Paper and Pencils

Do your heroes seek adventure and glory? Are they ready to fight evil with swords, spells, and wits? Are they brave enough to face unknown terrors? If so, then welcome to the "The Tomb of Damara," the beginning adventure in the *Introduction to the DUNGEON MASTER Guide*. In this adventure, the heroes get to explore an old ruined castle while searching for a fabled magical item.

Preparing for Play

Before you can play your *Introduction to AD&D* game adventure, there are some things you, the DM, need to do to get ready. Follow the steps below:

Before You Play:

- Read the Basic Rules in the *Introduction to the Player's Handbook*. "The Tomb of Damara" adventure uses only the Basic Rules. Do not worry about the Expanded Rules for now.
- Listen to the introductory tracks on the *Introduction to AD&D* game CD (beginning with track 1) if you have not already.
- Skim through this adventure. You do not need to read it all at this time, but you should be familiar with the general plot of the adventure.

The Tomb of Damara



At the Start of Play:

- Set up the DUNGEON MASTER Screen at one end of the table, close to the CD player.
- Lay the Tomb of Damara map in the center of the table.
- Put the *Introduction to AD&D* game CD in the player.
- Pass out the character cards and let the other players choose their characters if they haven't already.

Reading the Map

As DM, your job is to guide the players through the adventure, telling them what their characters see as they move from place to place on the map. But

how do you know where they are?

Look at the map shown at the bottom of page 11. It is a copy of the Tomb of Damara map that sits in front of the players. Your map has a big difference—every room has a number in it. These numbers make up a *key* that tells you where the characters are in the adventure.

On the players' map, you can see an irregular room with a well in it. On your map on page 11, you can see that room is Area 10. Turn to page 23, and you'll find an entry for *Area 10. Well*. This tells you what that room looks like, what's in it, and what will happen when the characters check it out.

Every numbered room on the map is explained in the adventure. As you play, keep track of where the characters are and follow the instructions given in the numbered entries. This is how you know what happens where in the adventure.

KEY: There's another thing you'll see in the room descriptions—a key message. This message is special for this adventure only. It doesn't appear in most adventures. If there is a track number listed after the **Key** message, play that CD track if the heroes blow a special musical key while in that room.

The track plays the sound of the key being played, and then either very softly (track 33) or somewhat louder (track 34), the *orb* answers with music.

The key is a thing the heroes have to find in the adventure, so don't play these tracks until they find and use it! If the **Key** message says "No response," then simply tell the players, "Nothing happens."

Start

3

The story begins with the heroes in the Red Dragon Tavern in the town. It is a busy place, filled with drinkers and musicians. A few local folk play darts in one corner. Things in the town have been quiet—so quiet, in fact, that the heroes have not had a single chance for an adventure.

Just when it seems that making fun of bragging peasants is the most exciting thing to do, a trumpet blares in the street. It is the town crier, and he has



The Tomb of Damara



important news!

He unfurls a proclamation and reads, "Hear ye, hear ye, hear ye! A terrible tragedy has bestruck this fair city. The High Wizard Netheril needs stout heroes to undertake a dangerous quest. If there be a thief, warrior, and wizard brave enough to match his words with deeds, let them follow me to the high wizard's tower!"

|| **Pause the CD player** after the town crier finishes his announcement.
PAUSE

This is an introduction to the adventure. Before the players can begin, they need some basic information—what they are supposed to do, where they are, and what challenges they might face. You could just say, "The High Wizard Netheril hires your characters to go find his apprentice, Taran, an elven lord. He's lost somewhere in Damara's castle." You *could*—but it's not very interesting. This is a role-playing game, so you want the players to act out the parts of their characters. So, instead of just telling the players what their characters will do, the introduction creates a little scene to get them in the mood.

DECISION: Ask the players, "Are you going to follow the town crier?"

- **No:** Tell the players their characters go back to the tavern and do nothing for several hours. Then ask them if they want to go to Netheril's tower. Keep doing this until they realize that nothing else is going to happen until they follow the town crier.
- **Yes:** Resume the CD and continue with the rest of track 3.

The town crier takes the characters to Netheril's tower. Netheril is a powerful wizard who lives in the town. Most of the time he likes to be left alone to do his experiments, so if he is calling heroes to his tower it must be for something important.

3 (cont.) Netheril's tower is made of gray stone with a few big rooms to each floor. Most rooms contain many tables covered with scrolls, books, bubbling beakers, and strange, stuffed creatures. The guards outside the wizard's tower step aside and let the characters enter. A servant tells Netheril some adventurers have come.

The old wizard rises, strokes his beard as he looks at the characters, and then says, "I'll be brief and to the point. Two days ago, the elven lord, Taran, set off on a secret mission to the ruins of Damara's castle. Well,

he's not returned. I fear he has come to a foul end.

"Before he left, he said something about an ogre and an orb, a singing *orb*. If the *orb* falls into evil hands it will be the death or slavery for everybody in the realm. For all this I'll pay you 100 gold coins, not a penny more."

- **DECISION:** If the characters want more money, that's okay—haggling over prices is a part of character role-playing. Netheril is willing to pay up to 200 gold pieces each—but no more! Let the players name a price. If it is more than 200 gold pieces, you, as Netheril, must argue them down. When a price is chosen, play track 4.

4

"You drive a hard bargain. Good luck to you!"

If the players don't agree on the price, Netheril gets mad and sends the characters away. Play track 5. Then tell the players their characters are back in the tavern, bored as ever. Things will stay this way until the characters accept Netheril's offer. When they do, play track 4 and continue the adventure.

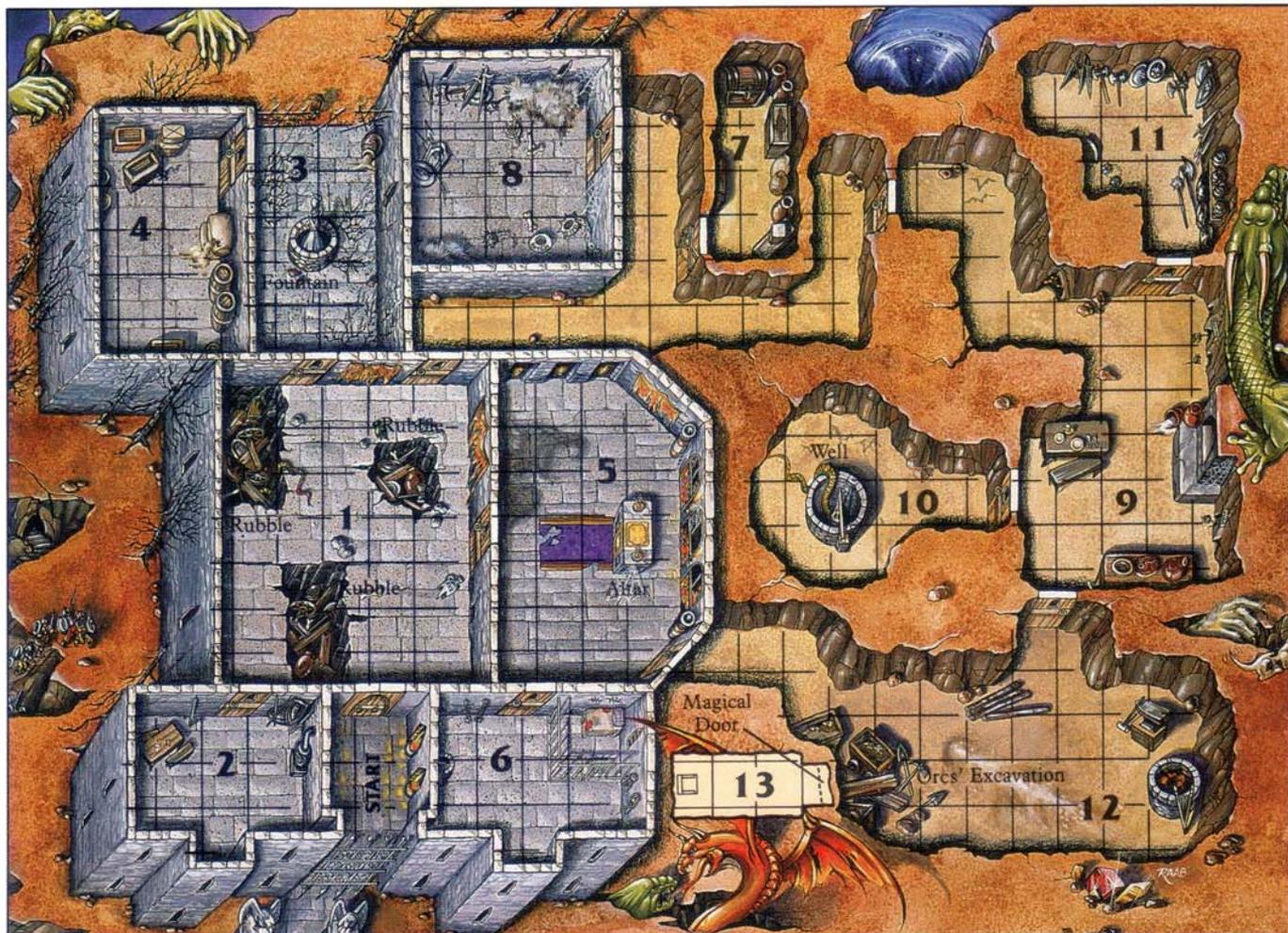
4

Netheril refuses to pay what the characters ask. He says: "Your demands are ridiculous! Begone, adventurers! Major Domo, find me adventurers that won't attempt to bankrupt me! Worthless little . . ."

Now the players can talk to Netheril. You play the part of the high wizard. You've already heard his voice—he's a pretty serious fellow who doesn't have a lot of time for chitchat. What he says and how he responds to common questions the characters might ask is explained below.

- **What does Taran look like?** "Taran is a cheerful elf with golden hair and blue eyes. He was wearing brown robes the morning he left."
- **What do you know about the orb?** "The *orb of dragonkind* was a powerful magical item that could change a person into a dragon once its magical secrets were unlocked. It was lost a long time ago. I have a scroll here that tells more about it. Your wizard can read it on the way."

The Tomb of Damara



- **What is Damara's castle?** "Damara was an ancient wizard who fought for good. At his castle, he guarded the *orb of dragonkind* to make sure it wouldn't fall into evil hands. After he died, many heroes tried to find the *orb*, but no one ever did. The castle is now in ruins and filled with danger."
- **Any other questions.** Netheril says "There isn't time for this. You must hurry to save Taran."

After the players have asked all their questions, read the following aloud:

READ ALOUD: The servant shows you out and points you on the road to the ruined castle. A few villagers wave as you leave, but you think most of them will be surprised to ever see you again.

At the Ruined Castle

After the characters are done in the town, they go to Damara's old castle. It is somewhere several miles from town. How the characters get to the ruined castle is not important, so the adventure just skips over it. If the players ask, you can tell them that they walked and that nothing interesting at all happened.

The action begins again with the characters standing outside the ruins. Before the heroes go in, play CD track 6. After listening to the track, let the players ask questions and make plans.

The Tomb of Damara



6

The characters learn from the scroll Netheril gave to the wizard that Damara was a great king who ruled with the power of the *orb*.

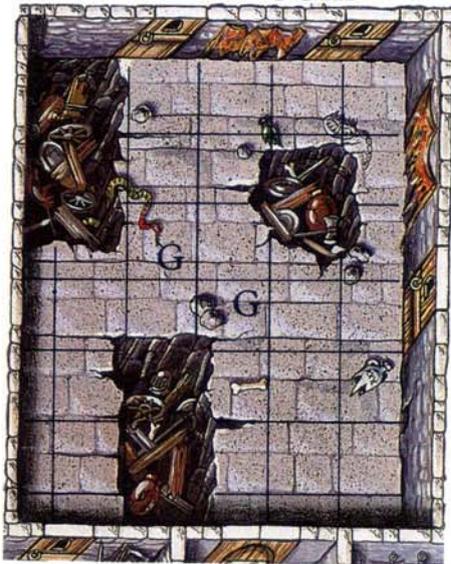
Twenty years ago an ogre named Bonegnasher attacked the castle in search of the *orb*, killing Damara's troops. As a last act, Damara hid the *orb* somewhere in the castle. Bonegnasher has been searching for it ever since.

Use the description below to answer questions the players have about what they see outside.

READ ALOUD: It is late in the day by the time the heroes reach the castle. A cold wind blows through the dead trees around the ruin. Dark clouds make everything seem gray and lonely. The castle sits on top of a hill and can be seen from far away. Once it had strong walls and tall towers. Now the towers have fallen and the walls have collapsed in many places. There is a heavy door in the gate, but it looks like it could be opened.

SEARCH: If the heroes look at the orc tracks mentioned on the CD, read this to them:

Area 1 Central Room



G = Gnoll
Rubble areas are trapped

READ ALOUD: It looks like there was a fight here. There are tracks of something dragged to the castle gate. Near these you find a small scrap of tattered brown cloth.

If the heroes don't want to go in through the gate, tell the players there are no other entrances. If they still won't, tell them they have come a long way for nothing.

Area 1. Central Room

KEY: No response

Use the following description to answer player questions about what they see.

READ ALOUD: This is a big room, once the main room of the castle. Now the plaster has fallen from the ceiling and the floor is littered with junk. In the center of the room stand two big gnolls with their weapons ready.

Play track 7 when the heroes enter this room. When the track is over, show the players the picture of the gnoll on page 10 of the *Introduction to the MONSTROUS MANUAL*.

7

Two gnolls see the characters and challenge them. The first one says, "Get back, humans. This is Bonegnasher's domain!" The second one adds, "Surrender, or we will filet you for a tasty dinner!"

DECISION: Ask the players, "The gnolls demand you surrender. What will you do?"

- **Surrender—IMPORTANT!** *The gnolls take the player characters' weapons, tie them up, knock them out, and throw them out of the castle onto a garbage heap. Play track 32. The players have failed this time. When they come back in their next adventure, they'll know not to surrender!*

32

The heroes are knocked out, and when they wake up, they are in a cart. A villager pushing it says, "I found you in the garbage mound outside of Damara's castle. Somebody dumped you there—left you for dead."

The Tomb of Damara



- **Retreat.** The gnolls won't chase the characters if they leave the castle, but they'll be waiting here for the heroes to come back!
- **Talk.** The gnolls don't want to talk. If the heroes try, the gnolls growl and keep demanding the heroes give up. If the characters don't the gnolls attack. Go to Fight below.
- **Fight.** If the heroes attack, the gnolls fight back. Before the fight begins, play track 9 on the CD. The rules for combat are on page 8 of the *Introduction to the Player's Handbook* and the information on the gnolls is below. Remember to ask the players what their heroes will do, and then roll initiative.

9

The players hear lots of battle sounds as their characters fight with the gnolls.

Look at the map of the room on the opposite page. The starting locations of the gnolls are marked with the letter "G." You'll also see that some of the squares in this room are marked with an "X." These squares match the ones filled with rubble on the players' map. These spaces aren't safe, but don't tell the players that! These spaces are like traps—the rubble hides holes in the floor. If the thief spends a round to search any of these squares for traps, his character automatically notices the weak floor in all the marked squares. He can warn the other heroes. The gnolls know where the danger spots are and always avoid them.

If a hero enters a marked space, the floor gives out with a crash. Play track 8 when this happens then have the player roll a saving throw. If the saving throw succeeds, the hero leaps to safety just in time. If the saving throw fails, the hero slips in the rubble and takes 1d4 points of damage.

8

The players hear the sounds of the floor collapsing.

Gnolls (2): Intelligence: Low; Alignment: Chaotic evil; Armor Class: 5 (chain mail); Movement: 9; THACO: 19; No. of Attacks: 1; Damage: 2d4 (morning stars); Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Large (7½ feet tall); Experience Points: 35 each.

Hit Points: (1) 9 (2) 8

SEARCH: If the heroes defeat the gnolls, they can search the belongings of the monsters for treasure. The larger gnoll (the one with 9 hit points) has a pouch of gold on his belt with 16 gold pieces in it. The weapons and armor of the gnolls are rusty and useless to the heroes.

Area 2. Kobold Guards

KEY: No response

Read the text below when the heroes enter this room, then play track 10 for the players. When the track ends, show the players the kobold picture on page 13 of the *Introduction to the MONSTROUS MANUAL*.

READ ALOUD: The room is small and filled with junk. Most of it is pushed close to the walls, leaving a clear space in the center of the room. Squatting in the clear space are six little creatures holding drinking horns almost bigger than they are. They look very surprised to see you. Trying to be brave, the creatures threaten you.

10

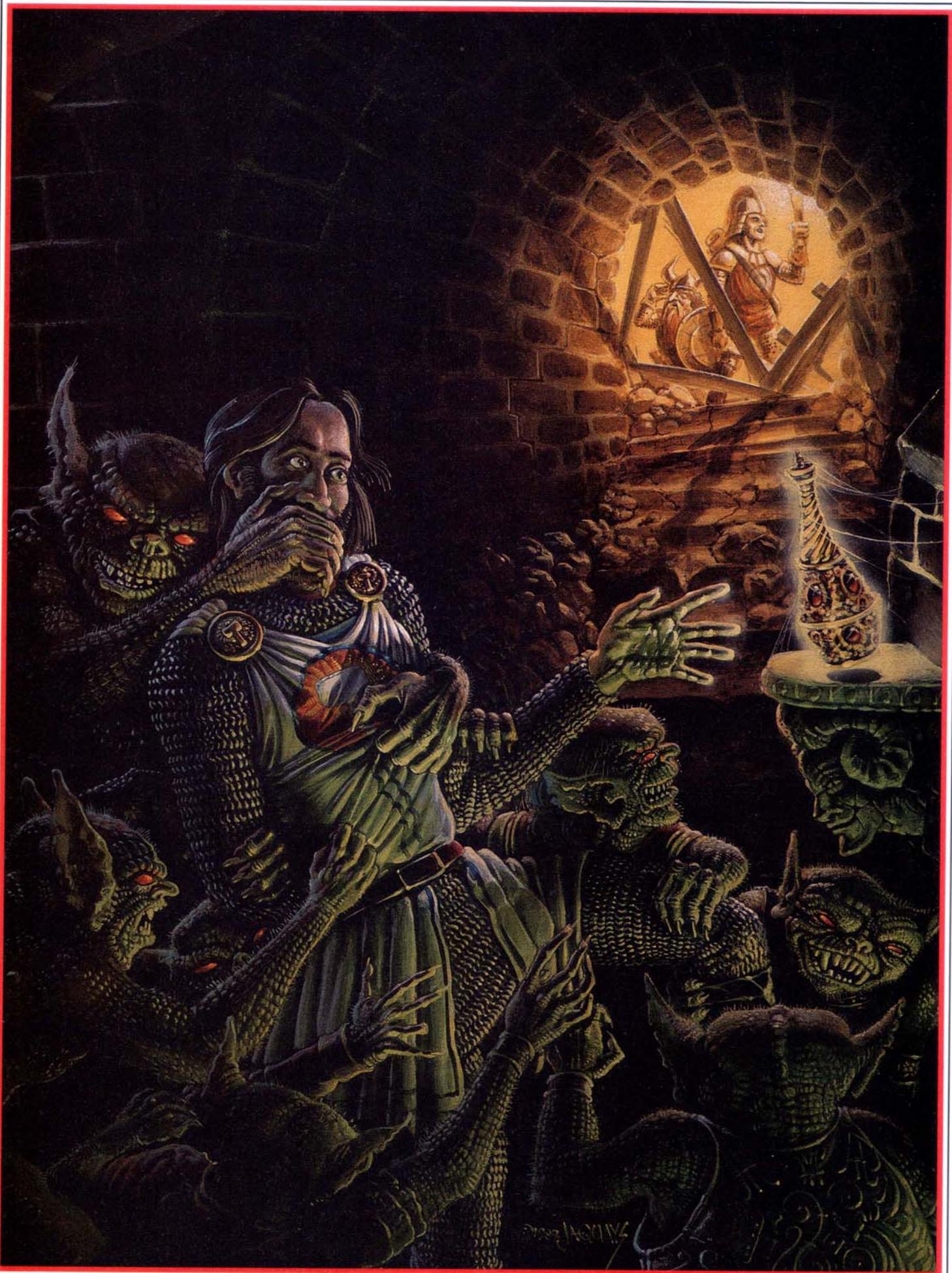
When the kobolds see the characters, they try to act brave, but it's obvious that they are scared. The first one says, "You better give up, humans, or we're gonna cut you to pieces, yeah! If you don't surrender right now!"

The second kobold is even more scared, but says, "Yeah, surrender right now! We'll cut ya!" Then he turns to his friend. "I don't think they're very afraid of us. Should we run away?"

The first one shakes his head no and says to the characters, "Sorry, sorry. We're more scared of Bonegnasher than of you. Beat it! Beat it, or we'll get him, and he'll pound ya into bloody lumps!"

DECISION: Tell the players their heroes have caught the kobolds unprepared. Ask them, "Will you surrender, retreat, attack, or talk to the kobolds?"

- **Attack.** If the heroes attack, the kobolds fight. Information on the kobolds is listed below. If four kobolds are killed, the rest surrender, telling the characters the information they want to know. This information is found under the Talk option, below.
- **Retreat.** The kobolds are not brave and are happy to let the heroes escape. They will shout and jeer at the heroes as they leave, however.



The Tomb of Damara



- **Surrender.** Suggest to the players that it is not very heroic to give up to puny kobolds. If they insist, the kobolds take their weapons, tie the heroes up, knock them out, and throw them out of the castle onto a garbage pile. Play track 32 for the players.

32

The heroes are knocked out, and when they wake up, they are in a cart. A villager pushing it says, "I found you in the garbage mound outside of Damara's castle. Somebody dumped you there—left you for dead."

- **Talk.** If the heroes talk to the kobolds, play the part of the leader and say, "W-w-we got nothing to say to ya, unless ya make it worth our time. Whatcha g-g-got to make a deal with?"

The kobolds want a bribe of either 10 gold pieces (total) or more ale. (The ale can be found in Area 4.) If the players meet the kobolds' price, play track 11 on the CD.

11

The kobolds are willing to accept a bribe. The leader says, "Give us the money then—just all in coins. Loyalty's kind of stupid if there's money involved! You promise you won't tell anybody we told you? The hobgoblins have got the elf in the other tower room just across the entranceway from us."

The kobolds know the hobgoblins have an elf prisoner in the other tower room across the way. That's all they know.

Kobolds (6): Intelligence: Average; Alignment: Lawful evil; Armor Class: 7 (leather armor and shield); Movement: 6; THACO: 20; No. of Attacks: 1; Damage: 1d6 (short sword); Saving Throw: 19; Special Attacks: None; Special Defenses: None; Size: Small (3 feet tall); Experience Points: 7 each.

Hit Points: (1) 4 (2) 4 (3) 3
(4) 2 (5) 1 (6) 1

SEARCH: If the heroes search the kobolds, they find a pouch with 25 silver pieces and 10 gold pieces in it on one kobold's belt. Hidden in a bundle on the floor is a *potion of healing*. If the heroes made a deal before searching, the kobolds will howl about being robbed. The *potion of healing* is described on page 28 of the *Introduction to the MONSTROUS MANUAL*.

Area 3. Castle Garden

KEY: No response

Read the boxed text below to the players when the heroes enter the garden, then play track 12.

READ ALOUD: The garden is small and tiled with flagstones. The plants that grew here are all dead. In the center is an old fountain filled with green, scummy water. The dead plants seem to fit in here.

A giant toad lives in the fountain. It will attack as soon as the heroes step into the garden. Show the players the illustration on page 21 of the *Introduction to the MONSTROUS MANUAL*. Do not let your players ask questions about the garden until the monster is defeated.

12

The heroes are attacked by a giant toad.

Giant Toad (1): Intelligence: Animal; Alignment: Neutral; Armor Class: 6; Movement: 6, Hop 6; THACO: 19; No. of Attacks: 1; Damage: 2d4; Saving Throw: 16; Special Attacks: Can jump up to 60 feet, and can attack flying creatures in mid-air when doing so; Special Defenses: None; Size: Man-sized (5 feet long); Experience Points: 120.

Hit Points: 14

SEARCH: If the heroes search the garden they find a necklace worth 100 gold pieces and a magical *ring of protection +1* lying in the muck of the fountain.

Area 4. Storeroom

KEY: No response

When the heroes enter the storeroom, read the following aloud:

READ ALOUD: This is a small, dusty room filled with shelves. Barrels, bags, pots, and jars line every shelf and are stacked on the floor. There is a quick scamper of little feet that stops just as you open the door.

The Tomb of Damarra



DECISION: Ask the players, "Do your heroes enter the room?"

- **No.** They close the door and nothing happens.
- **Yes.** Play track 13 for the players. Their characters are attacked by six giant rats! Show the players the illustration of giant rats on page 16 of the *Introduction to the MONSTROUS MANUAL*. The rats are very cowardly and flee if three or more are killed.

13

The heroes are attacked by giant rats.

Giant Rats (6): Intelligence: Semi-; Alignment: Neutral evil; Armor Class: 7 Movement: 12, Swim 6; THACO: 20; No. of Attacks: 1; Damage: 1d3 (1d6+2); Saving Throw: 19; Special Attacks: Each bite has a 1 in 20 chance of causing a serious disease; Special Defenses: None; Size: Tiny (2 feet tall); Experience Points: 15 each.

Hit Points: (1) 4 (2) 3 (3) 3
(4) 2 (5) 2 (6) 1

SEARCH: If the rats are driven off, the heroes can search the storeroom. They find two 50-foot coils of rope, two pickaxes, a shovel, a small hammer, two kegs of ale worth 10 gold pieces each, and a small barrel of brandy worth 30 gold pieces.

Area 5. Chapel

KEY: Play track 33.

If the heroes listen at the door outside the room, tell them they hear a hissing sound on the other side. Do not tell them anything else yet—that's all they can hear. Let your players decide what the noise means.

If the heroes open the door, play track 14 and show the illustration of the lizard man on page 14 of the *Introduction to the MONSTROUS MANUAL*.

14

A lizard man appears and says, "Sssso, you have come to sssurrender your livesss. How sssad!"

The lizard man attacks immediately. Do not answer questions about the chapel until the lizard man is defeated. If the heroes run away, the lizard man will not chase them.

IMPORTANT! The lizard man is a shaman, a kind of evil priest. This means he is smarter than other lizard men

and can cast cleric spells. *In the fight, the shaman uses his spells against the heroes before attacking with his sword.* The lizard man knows two spells. He uses them in the following order:

1. **Cause fear.** The shaman points at the toughest-looking hero, the warrior (or the dwarf, or the cleric, in that order, if no one is playing the warrior), and casts his spell. Tell the player to make a saving throw. If the roll succeeds, nothing happens to the hero. If the roll fails, say, "You are filled with terror and run in panic!" The character runs out the door he came through and cowers there until the fight is over.

2. **Cause light wounds.** The shaman casts the spell and tries to touch the hero with the least armor—probably the wizard (or the elf, or the thief, in that order, if no one is playing the wizard). To do this, he makes an attack roll. If the lizard man's attack roll hits, the spell does 1d8 points of damage to the character.

Lizard Man (1): Intelligence: Low; Alignment: Neutral evil; Armor Class: 5; Movement: 6, Swim 12; THACO: 19; No. of Attacks: 1; Damage: 2d4 (bastard sword); Saving Throw: 17; Special Attacks: Spells—*Cause fear, cause light wounds*; Special Defenses: None; Size: Man-sized (7 feet tall); Experience Points: 65.
Hit Points: 12

Once the lizard man shaman is defeated, use the following description to answer player questions.

READ ALOUD: Though dirty, this room is still in good condition. Carved stone pillars support the arching roof. This was clearly the castle's chapel. At the back wall is a stone block, once the altar. The fine carvings on its base are nothing but chipped scars now. Even so, the altar still seems like it is a thing of peace and strength.

IMPORTANT! *The altar is still a holy place; if a wounded hero touches it, all his wounds are instantly healed.* The power of the altar can only be used once—only the first wounded character is healed!

SEARCH: TRAP! The lizard man hid his treasure in a small chest behind the altar. The chest is trapped with a poison needle that will prick the finger of anyone opening the box. Unless the players say otherwise, assume they are not being careful or looking for traps when they open it. Two common ways to avoid the trap are:

- **The thief can make a find traps check.** You roll the dice secretly. If the roll succeeds, tell the thief player,

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"You find a little needle." He can then try to remove the trap by making a remove traps roll. This roll he can do himself.

If the find traps roll fails, don't tell the thief player! Instead say, "You don't find anything." That way the player doesn't know if the chest was never trapped or if the roll failed.

- **Any hero can bash the chest open with a sword, axe, or mace.** This won't work on every chest, such as those made of iron or stone, and it won't help against all traps, like those that release gas or shoot darts. Hint to the players that brute force might break something inside. It won't in this case, but now they have been warned for the future!

In the chest are 18 silver pieces and a scroll with the wizard spells *magic missile* and *knock on it*.

Area 6. Taran's Cell

KEY: Play track 33.

DECISION: Before the heroes enter this room, tell the players, "You think you hear voices on the other side of this door. What do you do?"

- **Rush in.** If they rush in without waiting, go immediately to the Fight! heading, below.
- **Listen.** If they listen closely at the door—the thief is the best at this—play track 15.

15

The thief can hear a cruel voice say, "Tell us where the *orb* is, or we'll teach you what suffering is!" Someone else, in obvious pain, replies, "Never! Do with me as you like. I'll tell you nothing! AAAGGGHHH!"



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Ask the players again what they do. If they open the door, go to Fight! below. If they leave and go someplace else, nothing happens.

Fight!

When the heroes open the door, read the following to the players:

READ ALOUD: This small room looks like a torture chamber. There are horrible-looking tools on the walls. A bucket filled with hot coals sits on the floor. In one corner is a cell, and huddled in it is an elf. However, between you and him are three ugly creatures. One is holding a wicked-looking set of tongs, another has a whip, and the third has a red-hot poker.

Show the players the hobgoblin illustration on page 12 of the *Introduction to the MONSTROUS MANUAL* and then play track 16 on the CD for them to listen to.

16 After the characters burst into the room, the hobgoblin leader responds to threats with, "Proud words, warrior. Now back them with steel!"

Taran the elflord, chained to the wall, says, Oh, go back, adventurers! Don't add your deaths atop mine."

The hobgoblins immediately attack! Normally they would fight with long swords, but the characters have burst in too quickly. The hobgoblins' torture implements only do 1d4 points of damage each.



The bucket on the floor is full of hot coals. A hero or monster can use these burning coals as a weapon by kicking the bucket over. Any one square of the map—except for the cell—is filled with hot coals.

If a hero knocks the pail over, the player can choose the square the coals fall into. If a hobgoblin kicks the bucket over, you get to pick. For the rest of the fight, anyone

standing in that coal-filled square suffers 1 point of damage each round they are in the square as the hot coals burn their feet.

The chained elf is Taran, but he is too weak to do anything in the battle but shout warnings.

Hobgoblins (3): Intelligence: Average; Alignment: Lawful evil; Armor Class: 5 (chain mail); Movement: 9; THACO: 19; No. of Attacks: 1; Damage: 1d4 (torture implements); Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Man-sized (6½ feet tall); Experience Points: 35 each.

Hit Points: (1) 7 (2) 6 (3) 5

Rescuing Taran

When the heroes defeat the hobgoblins, they can free Taran. His cell is shut with a heavy chain wound into a knot. If the heroes release Taran, play track 17.

17 Taran says, "Thank you, my friends. Bless Netheril for sending you. I would lead you to the orb, but my strength has deserted me. All I know is that the orb rests behind a magic wall, but I know not where the wall itself is. Be quick, but beware—Bonegnasher has two wolves for his pets, and many orcs and goblins serve him."

IMPORTANT! Taran wants the heroes to find the orb for the safety of all good folk. If the heroes have already found the orb, Taran congratulates them and says, "Let's get out of here quick!" Otherwise, *encourage the players to ask questions. Use the information below to give the elf's answers.* You want the heroes to continue the search.

- **Why are you here?** "I have studied the mystery of the orb for many years. From what I learned in my studies, I grew to fear Bonegnasher may be close to finding the orb. I came to stop him—it must not happen. Bonegnasher must be stopped."
- **What happened to you?** "I was attacked by the gnolls just outside the castle. They knocked me out and dragged me in here. I've been a prisoner ever since. There is another prisoner, a villager who brought me food, but I haven't seen anyone else. I'm too weak to continue the search, now."
- **What's so terrible about the orb?** "It can change you into a dragon. Think of it—Bonegnasher as a dragon! What horrible things would he do to all of us?"
- **What must be done?** "Somebody has to find the orb before Bonegnasher. It's too dangerous to stay lost. If

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Bonegnasher doesn't find it, some other evil creature might. You must find the *orb* and take it to Netheril. That's the only way the town can be safe."

- **Why can't somebody else do it?** "Who? I am too weak and Netheril is too old. There is no time to wait for others. You are brave heroes, you can succeed in this quest."
- **What do we get paid?** "Money? Well, I hear Bonegnasher has a large treasure room, and King Damara probably hid other treasures with the *orb*."

Taran Goldenstar (2nd-level Elf Fighter/1st-level Wizard): Intelligence: High; Alignment: Chaotic good; Armor Class: 8; Movement: 12; THACO: 19; No. of Attacks: 1; Damage: 1d2 (fist); Saving Throw: 12; Special Attacks: Spells (but none memorized now); Special Defenses: None; Size: Man-sized (5 feet tall); Experience Points: None (the heroes earn no reward for killing Taran).
Hit Points: 2 (normally 6)

Taran knows no spells right now. If the heroes offer to heal him, he says, "Save your healing for yourselves. You will may need it in your search for the *orb*."

What Do I Do if the Heroes Don't Go?

IMPORTANT! Taran is too badly hurt to search by himself. If the heroes leave for town, Taran comes with them. Back in the town he meets secretly with Netheril. The next day, the heroes are "invited" to the wizard's tower. Netheril speaks to the group:

READ ALOUD: "Taran has evil news—Bonegnasher may be close to finding the *orb of dragonkind*. If he does, he will become a dragon and destroy us all. You've shown that you are brave adventurers, so I ask you to once again risk your lives, this time to save us all. I have no more money to pay you, so I can only appeal to your sense of good and justice."

If the heroes still refuse, Netheril shakes his head sadly and lets them leave. Tell the players that later in the day they see the high wizard and the elf ride out of town toward the ruin. Then, that night, while the heroes are sleeping, there is a roaring noise mixed with screams and panic. The heroes smell smoke, and suddenly flames fill the room as the roof crashes down around them. In the night sky, the final thing they see before they die is the huge form of a great red dragon, just before the burning inn collapses on top of them.

Area 7. Treasure Room

KEY: Play track 34.

The door to this room is locked. To get in, the heroes must either bash the door open or use a *knock* spell. In this adventure, breaking the lock is automatically successful.

In other adventures the heroes *cannot* automatically open a locked door. A die roll for success would be made. Heroes also have other ways of opening doors, including letting the thief pick the lock. That's explained in the Expanded Rules.

Once the heroes open the door, read the following and then play track 18 to the players.

READ ALOUD: This is a small windowless room, lit only by your torches. The light gleams and glitters on chests and treasures tumbled in a heap. In this room are bags of coins, pieces of armor, and potion bottles, along with bones, bits of stale bread, and moldy cheese. All that stands between you and the treasure is a horrible worm-thing with a tentacled mouth!

When the players ask what their characters see, show them the illustration of the carrion crawler on page 5 of the *Introduction to the MONSTROUS MANUAL*.

18

The characters encounter a carrion crawler.

DECISION: Say to the players, "It looks hungry. What are you going to do?"

- **Talk to the creature.** It does not respond.
- **IMPORTANT! Feed the creature.** The carrion crawler is trapped here to guard Bonegnasher's treasure. *It is hungry and only wants food.* If any hero throws rations to it, the carrion crawler ignores the player characters to eat the rations. Tell your players they have earned 50 experience points each for being clever.
- **Attack the creature.** If the heroes attack the carrion crawler, the monster attacks one character until the victim is paralyzed. Remember—heroes hit by a carrion crawler must make a saving roll to avoid being paralyzed for 2d6×10 rounds. Once a hero is frozen, the crawler keeps attacking him. Since the character can't run away, the creature automatically hits, doing 1d2 points of damage each round.

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If the carrion crawler is reduced to 8 hit points or fewer, it turns and attacks the other heroes, trying to protect itself.

Carrion Crawler (1): Intelligence: Non-; Alignment: Neutral; Armor Class: 3 (head)/7 (body); Movement: 9; THACO: 17; No. of Attacks: 8 or 1; Damage: Special (paralyzation) or 1d2; Saving Throw: 16; Special Attacks: Paralyzation with tentacles; Special Defenses: None; Size: Large (9 feet long); Experience Points: 420.
Hit Points: 17

SEARCH: If the carrion crawler is eating rations or is defeated, the heroes can gather the treasure. There are two small chests with 300 gold pieces total in them, three small sacks with 500 silver pieces, and several magical items. There is also a small spell book in here, with the name "Taran Goldenstar" written on the front cover. If the heroes give this to Taran, he will reward them with 50 gold pieces when they get back to town.

IMPORTANT! *Do not tell the players what the magical items do or even that they are magical!*



Instead, tell the players, "In the pile are a fine sword, shield, and suit of chain mail, along with two bottles of strangely colored liquids." Ask who takes which of these items and then write a note to yourself telling which character is carrying which items. The magical items are a *long sword* +1, a suit of *chain mail* +2, a *shield* +1, a *potion of healing*,

and a *potion of invisibility*. If a hero uses one of these items, especially the sword, shield, or armor, you can tell them, "This sword (or whatever) seems much better than a normal one. It might be magical." Remember to secretly give the hero the bonus of the item used!

When the heroes return to the town, High Wizard Netheril can identify their magical items, and you can tell the players exactly what they have found.



Area 8. Bonegnasher's Den

KEY: Play track 34.

This is the chamber of Bonegnasher the ogre. When the heroes open the door, play track 19 and show the players the illustration at the top of page 21. The picture is your description of the room.

34

Bonegnasher the ogre sees the characters enter his room and says, "Silence! Who dares disturb Bonegnasher the ogre's den of death and destruction—a bunch of puny humans? Destroy them, Predator! Devour them, Crusher! Rip 'em to pieces! It's chow time!"

Bonegnasher's wolves automatically attack. The heroes cannot talk to Bonegnasher or reason with him. If the heroes run away, the wolves chase them until they leave the castle.

Bonegnasher does not attack unless the heroes defeat his wolves. He wants to watch his pets shred the heroes. If the heroes are getting beaten badly by the wolves, remind them that they can run out of the castle and come back when they are healed.

If the wolves are defeated, play the part of Bonegnasher. He is angry and roars at the heroes. Make sure your voice is big and booming because you're playing the part of an ogre. Ogres are not the quiet types.

READ ALOUD: "MY PETS! You killed my pets. You must pay!" Bonegnasher stomps forward, whirling his club. He has an evil look in his eyes.

Bonegnasher then attacks. His first target is the character who looks like he could cause the most damage—probably the warrior. The ogre ignores the others until the warrior is dead—unless another hero is about to kill the ogre. Bonegnasher is not very bright, but he is a crafty fighter.

A smart plan for the heroes is to surround the ogre while the wizard stands back and uses his spells. If the group tries this, Bonegnasher will try to move so his back is to a wall. He does not want anyone sneaking up behind him.

IMPORTANT! Bonegnasher is a very tough monster, and so you should be careful using him. *Make sure your players know that he is dangerous and that they can run away if they need to.* Once you tell them, though, it is their choice. If they choose to have their heroes stay

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and fight, then Bonegnasher tries to kill the group, showing no mercy.

Wolves (2): Intelligence: Low; Alignment: Neutral; Armor Class: 7; Movement: 18; THACO: 19; No. of Attacks: 1; Damage: 1d4+1; Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Small (3 feet tall); Experience Points: 65 each.

Hit Points: (Predator) 11
(Crusher) 10

Bonegnasher the Ogre (1): Intelligence: Low; Alignment: Lawful evil; Armor Class: 5; Movement: 9; THACO: 17; No. of Attacks: 1; Damage: 1d8+2 (club) or 1d10 (fist); Saving Throw: 16; Special Attacks: None; Special Defenses: None; Size: Large (9 feet tall); Experience Points: 270.

Hit Points: 23

SEARCH: There is some treasure in this room. If the heroes search the pile of furs that is the ogre's bed, they find a small sack with 6 gems worth 25 gold pieces each. Pressed up against the wall at the back of the heap is a little chest. In it are a magical *dagger +1*, a *short sword +2*, a *potion of healing*, and a scroll with the wizard spells *magic missile* and *charm person* on it.

Most importantly, there is an oddly shaped golden key tucked in Bonegnasher's big belt. The heroes need this key to find the *orb of dragonkind*! When they find it, read the description below:

READ ALOUD: On the ogre's belt is a strange key of golden metal. It is shaped like a miniature flute or pipe of some kind. When you hold it, you hear faint, eerie music in your mind.

Now play track 20.

20

The characters discuss the key they have found and what to do with it.



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This key opens the secret passage into Area 13. If the heroes try to play the key like an instrument while in Bonegnasher's den, play track 34 on the CD. If they take it back to Taran in Area 6, play track 21.

21

Taran is very pleased that the characters brought him the key. He says, "Oh, well done. We can thank our lucky stars that Bonegnasher was too stupid to try blowing on it. Listen." Taran plays the key, and there is an answer to the music from far away. Taran continues. "It is the song of the *orb*. The key called it, and it answered. The *orb* is quite near, quite near. Go to the nearby rooms and blow this key, and a magic door will open."

IMPORTANT! The key is a guide to the *orb of dragon-kind*. Blow the key and the *orb* responds with music. Now that the heroes have it, they can blow the key any time they want. When they do, check the **Key** message in the room description for the room they are in (or closest to). The music is like a game of hotter/colder. The closer the heroes are to the *orb*, the louder the music is.

Area 9. The Kitchen

KEY: Play track 34.

When the heroes enter this area, read the following to the players, then show them the illustration of a goblin on page 11 of the *Introduction to the MONSTROUS MANUAL*.

READ ALOUD: The kitchen is cluttered and smelly. It is furnished with a table, a big fireplace, and shelves loaded with junk. Three ragged humans are working at the table. Standing with their backs to you are five goblins. One has a whip. It is clear the humans are slaves.

This is the kitchen. Here goblins force slaves to cook meals for Bonegnasher's troops. Play track 22 for the players.

22

The heroes see the goblins mistreating the slaves. One of them says to a slave, "You there! Get to work, or you'll be the ogre's next meal!"

DECISION: Now, ask the players, "What will you do?"

- **Leave.** The goblins never notice the heroes, so nobody chases them. The heroes get away.
- **Sneak through the room.** Let the players move their heroes into the room. When they are about halfway across, one of the goblins looks up and says, "Hey—who's that?" At this point the goblins attack.
- **Nothing.** After a little bit, one of the slaves looks toward the heroes. The excited slave blurts out, "You've come to save us!" The goblins turn around and attack the heroes.
- **Charge!** Bold action gives the heroes an advantage. The goblins are caught completely unprepared. No goblins get to make attacks on the first round of combat. They can fight normally in all other rounds.

The goblins fight hard, but if three or more are defeated, the survivors surrender. They fall on their knees begging for mercy. Remind players it would not be heroic to kill prisoners. The goblins can be tied up with rope or old towels found in the kitchen. The goblins are too scared and stupid to know much. All they can tell the characters is: "Orcs digging over there." They point toward Area 12.

Goblins (5): Intelligence: Low; Alignment: Lawful evil; Armor Class: 7 (leather armor and shield); Movement: 6; THACO: 20; No. of Attacks: 1; Damage: 1d6+1 (mace); Saving Throw: 19; Special Attacks: None; Special Defenses: None; Size: Small (4 feet tall); Experience Points: 15 each.

Hit Points: (1) 6 (2) 4 (3) 4
(4) 2 (5) 1

During the fight, the slaves hide under the table. If the heroes win, they come out. They are very happy. Play track 23 at this point.

23

The heroes save the villagers who thank them and say, "We thought they were going to kill us for certain! There's another prisoner being held in the tower beside the chapel. He's an elf. I brought him his food, but I didn't find out what his name was or how he was captured."

SEARCH: The leader of the goblins has a ring of keys that unchains all the villagers in here. He also has a small pouch with 17 gold pieces in it. Once out of their chains, the enslaved villagers sneak out of the castle and back to their homes.

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Area 10. Well

KEY: Play track 34.

When the heroes enter this room, note to yourself whether they are carrying a light source, such as a torch, lantern, or even a *light* spell on a stick.

• If the heroes do not have any torches or lanterns lit when they enter this room, read the description here to them.

READ ALOUD: This room is cold and wet, almost like a cave. There is a well at the center. A bucket with a rope attached sits by the well. There is no movement and nothing interesting to see here.

So long as the heroes don't make any light, nothing happens in this room. There is nothing worthwhile to find here.

• If the heroes enter this room with a light, play track 24. The bats that hang from the ceiling fly down to attack! Their wings beat at the heroes, making it hard to fight. The players must subtract one (-1) from their attack rolls.

24

The heroes are attacked by bats.

If the characters run out of the room, the bats will not chase them. If four or more of the bats are killed, the others flap back to the ceiling and hide out of sight. They will not attack again and the heroes can investigate the well.

SEARCH: The surface of the water is 10 feet below the floor and the water is another 10 feet deep. On the bottom lies a rusty *dagger +1*. It is hidden by the dark water and can only be found by someone who dives into the cold water when the room is well lit.

Giant Bats (8): Intelligence: Animal; Alignment: Neutral; Armor Class: 8; Movement: 3, Fly 18; THACO: 20; No. of Attacks: 1; Damage: 1d2; Saving Throw: 19; Special Attacks: None; Special Defenses: AC 5 vs. missiles if attacker's Dexterity is 13 or less; Size: Man-sized (3-foot body, 5-foot wings); Experience Points: 35 each.

Hit Points: (1) 7 (2) 6 (3) 4 (4) 4
(5) 3 (6) 3 (7) 2 (8) 1

Area 11. Armory

KEY: No response.

When the heroes enter this room, read the following description to the players, then play track 25 on the CD.

READ ALOUD: This room is crowded with shelves of battered helmets, dented shields, and nicked swords. The walls are lined with racks of spears and axes. In the center of the room, many of the weapons seem to be floating in mid-air.

25

The heroes see weapons floating in mid-air and realize they see a gelatinous cube.

The reason the weapons are floating is that they have been swallowed by a gelatinous cube (see page 8 of the *Introduction to the MONSTROUS MANUAL*), a creature like a big square of clear jelly. The weapons are floating inside its body. The creature senses the heroes as they enter, and it immediately moves to attack.

IMPORTANT! *Because the creature is slow, the heroes can escape unharmed if they leave the room on the first round of combat. If they do not leave immediately, the combat is played normally. Also, the characters can retreat from battle on any round before the creature can attack.* Be sure they know this, since they may have to run away from such a dangerous creature. Remember that a gelatinous cube paralyzes creatures it touches who fail their saving throw, and paralyzed heroes cannot run away!

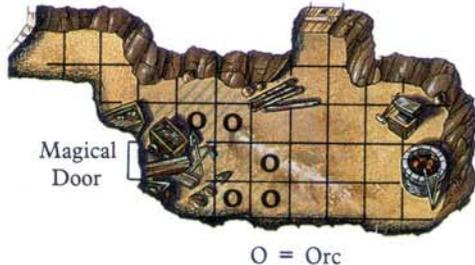
Gelatinous Cube (1): Intelligence: Non-; Alignment: Neutral; Armor Class: 8; Movement: 6; THACO: 17; No. of Attacks: 1; Damage: 2d4; Saving Throw: 16; Special Attacks: Paralyzation; Special Defenses: Characters get a -3 penalty to their surprise rolls when it attacks; immune to *lightning bolt*, *fear*, *hold*, and *sleep* spells, and to paralyzation; Size: Large (10×10×10-foot cube); Experience Points: 650.
Hit Points: 15

SEARCH: The armory contains 12 spears, six shields, four bows, and cloaks for every character in the party. None of these items are magical. If the heroes make disguises from this gear to get past the orcs in Area 12, compliment them at the end of the adventure for being clever.

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Area 12 Orc Mine Detail



Area 12. Orc Mines

KEY: Go immediately to Area 13.

Be careful, Dungeon Master—five orcs may be too much of a fight for the heroes! Encourage the players to use their heads here, or the careers of their characters may be cut short.

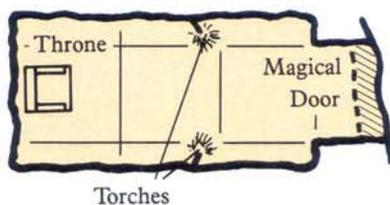
When the heroes enter the mine, show them the illustration on page 25 of this book, read the following description, and play track 26 on the CD.

READ ALOUD: This room is very strange. Once it must have been a cellar dug into the side of the hill, but now it looks more like a mine. The walls and floor are all dug up and wooden beams are wedged into them to keep the ceiling from collapsing. In a dark corner of the room, a group of five orcs is digging pits in the floor. The orcs are busy digging and not paying attention to anything else.

The heroes spy on the orcs as they dig. One, which appears to be the leader, says to the rest, "Ho, there! Work harder, ya mangy dogs!" It cracks a whip. "Get to it, ya scum!"

DECISION: Before having the heroes enter the room, ask the players, "What are your characters going to do?"

Area 13 Demara's Tomb



- **Attack.** The orcs notice the heroes as they close for battle. The orcs will fight normally. Play track 27 for the players. Information on the orcs is listed below.

27

The heroes try to sneak by, but one of the orcs looks up and says, "Hey, what are you guys doin' over there? C'mon, you curs, get 'em!"

- **Sneak.** The starting positions of the orcs are marked with the letter "O" on the map at left. The orcs don't notice the characters unless the heroes enter one of the shaded squares on the map. Then they attack, so read the Attack option, above.
- **Disguise.** If the heroes use the cloaks from the armory or try to cobble together some disguise to fool the orcs, play track 28. The disguise works! The orcs will not bother the heroes unless the orcs are attacked.

28

The heroes use a disguise to fool the orcs. One of the orcs see them, but the heroes tell the orc that they were sent to fetch Bonegnasher something to eat. The orc says, "Aw, leave 'em be. Bonegnasher usually gets mean when he's hungry."

Orcs (5): Intelligence: Average; Alignment: Lawful evil; Armor Class: 7 (leather armor and shield); Movement: 9; THACO: 19; No. of Attacks: 1; Damage: 1d8 (battle axe); Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Man-sized (6 feet tall); Experience Points: 15 each.

Hit Points: (1) 8 (2) 6 (3) 5
(4) 4 (5) 4

SEARCH: The leader of the orcs carries a pouch with 45 gold pieces and a *potion of healing*. Each of the other orcs has 3 gold pieces.

If the player characters investigate the area, after either defeating or tricking the orcs, play track 29 on the CD.

29

The heroes check out the wall where the orcs were digging, and notice that there are no marks on the wall at all.

If the heroes blow on the key, go to Area 13.

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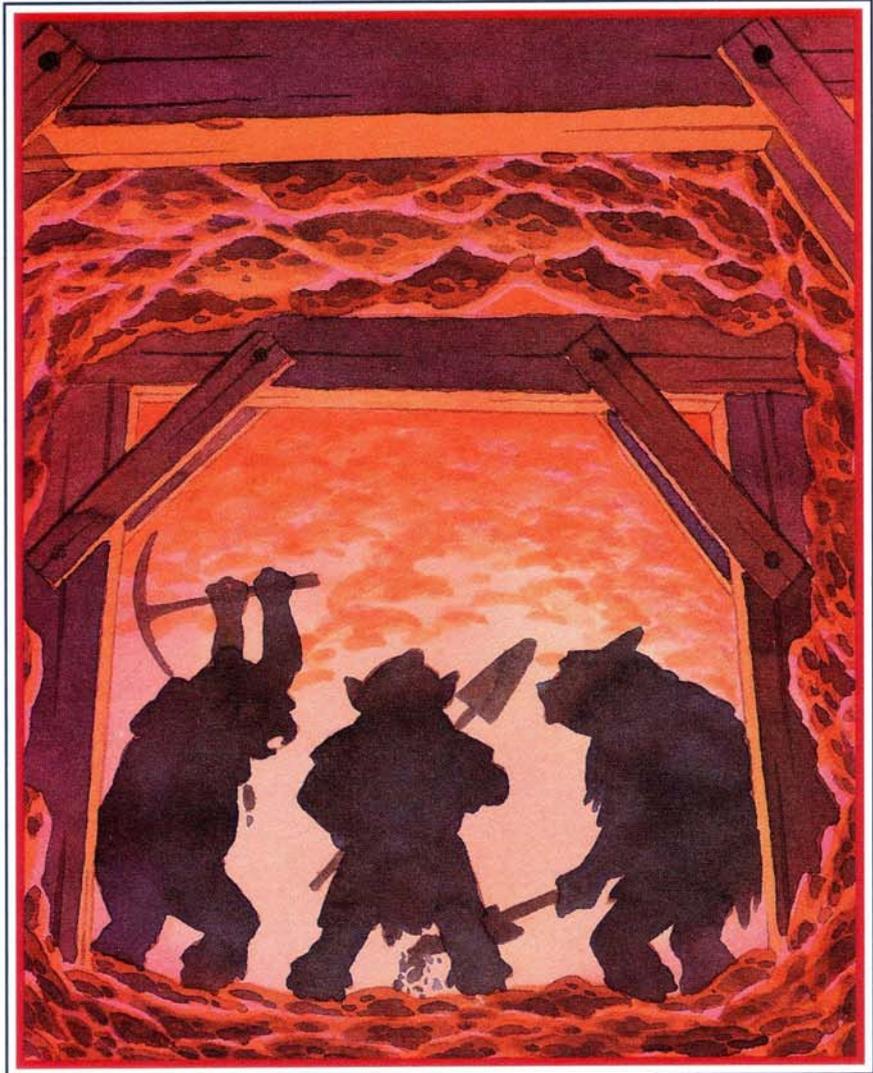
Area 13. Damara's Tomb

IMPORTANT! Do not use this entry until the heroes blow the key while in Area 12! The key is the only way to open the secret door from the orc mine to Damara's tomb. If the heroes use the key in this area before they have killed the orcs, the orcs run away in fear. However, they will return and will be waiting when the heroes exit Damara's tomb. Show the players the illustration on the next page. Then read the following description and play track 30 on the CD.

READ ALOUD: A secret door grinds open to reveal a cold, gray stone room thick with dust. As the door swings open, two torches on the wall mysteriously light. Nothing has disturbed this room for ages, not even spiders. A mummified body sits on a stone throne at the back of the room.

30

As the heroes watch the secret door open, they hear an undead voice. It says, "Who dares disturb the rest of King Damara?" Then, undead shadows begin to attack the heroes.



This chamber is enchanted to automatically protect the orb from thieves. Since this protection is a magical thing, it is not a trap the thief can find or remove. When the secret door is opened, the torches burst into flame. The shadows created by these torches are actually monsters called *shadows*. Each torch creates one monster.

The shadows attack anyone who enters the tomb. They will not leave the tomb, so heroes can escape by leaving the room. If the heroes leave, the shadows hide in a corner where they cannot be seen.

IMPORTANT! Remember that shadows can drain Strength with their icy touch. Worse still, shadows can only be hurt by magical weapons or by certain spells. Normal weapons just pass right through them. If the heroes attack them without magical weapons, be sure to tell the players that their weapons pass right through without doing any harm.

For the heroes to defeat the shadows, they must either use magic on the monsters or put out the torches. Putting out the torches is the easier choice. A hero can put out one torch in a round. If anyone in the group does this, make a note to give the group 100 bonus experience points each at the end of the adventure for quick thinking.

If the heroes run away from the shadows and the orcs in Area 12 were not killed, the orcs have come back and attack. Tell the players the heroes must defeat the orcs or Bonegnasher will win! The group has done the ogre's work for him by finding Damara's tomb.

Shadows (2): Intelligence: Low; Alignment: Chaotic evil; Armor Class: 7; Movement: 12; THACO: 17; No. of Attacks: 1; Damage: 1d4+1 (+1 drain 1 point of Strength per touch); Saving Throw: 16; Special Attacks:

The Tomb of Damara



Drain Strength; Special Defenses: Hurt only by +1 or better magical weapons, or spells; immune to *sleep*, *charm*, and *hold* spells and cold; Size: Man-sized (6 feet tall); Experience Points: 420 each.

Hit Points: (1) 18 (2) 16

Refer to the *Introduction to the MONSTROUS MANUAL*, page 17, for more information about shadows. The cleric may be able to turn the shadows, since they are undead. **SEARCH:** There are three clay jars at the base of the throne. In these are 450 gold pieces, a magical *ring of protection +1*, and a scroll with the spells *fireball* and *slow*. The mummified body is the remains of King Damara. It is not an undead creature and cannot hurt the party. In his bony lap is a *shield +1* and under it is the *orb of dragonkind*, a *crystal ball*. The *orb* will not work for the heroes—they don't know the secret commands to operate it.

Conclusion: The Return to Town

This adventure is over when the heroes find the *orb of dragonkind* and return it to High Wizard Netheril. When the heroes do this, play track 31 on the CD.

31

The heroes return the orb to Netheril, who says, "Well done, brave heroes. You have carried out your mission and saved Taran's life. I am proud to reward you with the gold you were promised. You have made the land safe for our townsfolk and travelers again!" Taran adds, "Oh, thank you, my friends. Truly you have saved my life."

Smile and congratulate the players—they've succeeded! There are still several things that must be done, though.

- **The orb.** When the heroes return, the High Wizard Netheril praises them for their bravery and asks for the *orb of dragonkind*. If the heroes give him the *orb*, he casts a spell that destroys it right before their eyes! "Better to destroy it than let it fall into evil hands," he says.

If the players don't want to give up the *orb*, remind them it is useless to them. Playing the part of Netheril, ask, "You're not turning evil on me, are you? If you are, I might have to use my spells on you." You might also want to point out that Netheril is a very powerful wizard and that there are guards in the room.

- **The reward.** Netheril promised payment, and he keeps his word. He gives the heroes whatever amount of gold pieces they agreed on at the beginning of the adventure. He's so pleased with their work, he adds 50 gold pieces each as a bonus and will give them another 50 pieces each if they rescued Taran. He also offers to use his spells for free to identify up to four magical items the heroes found.



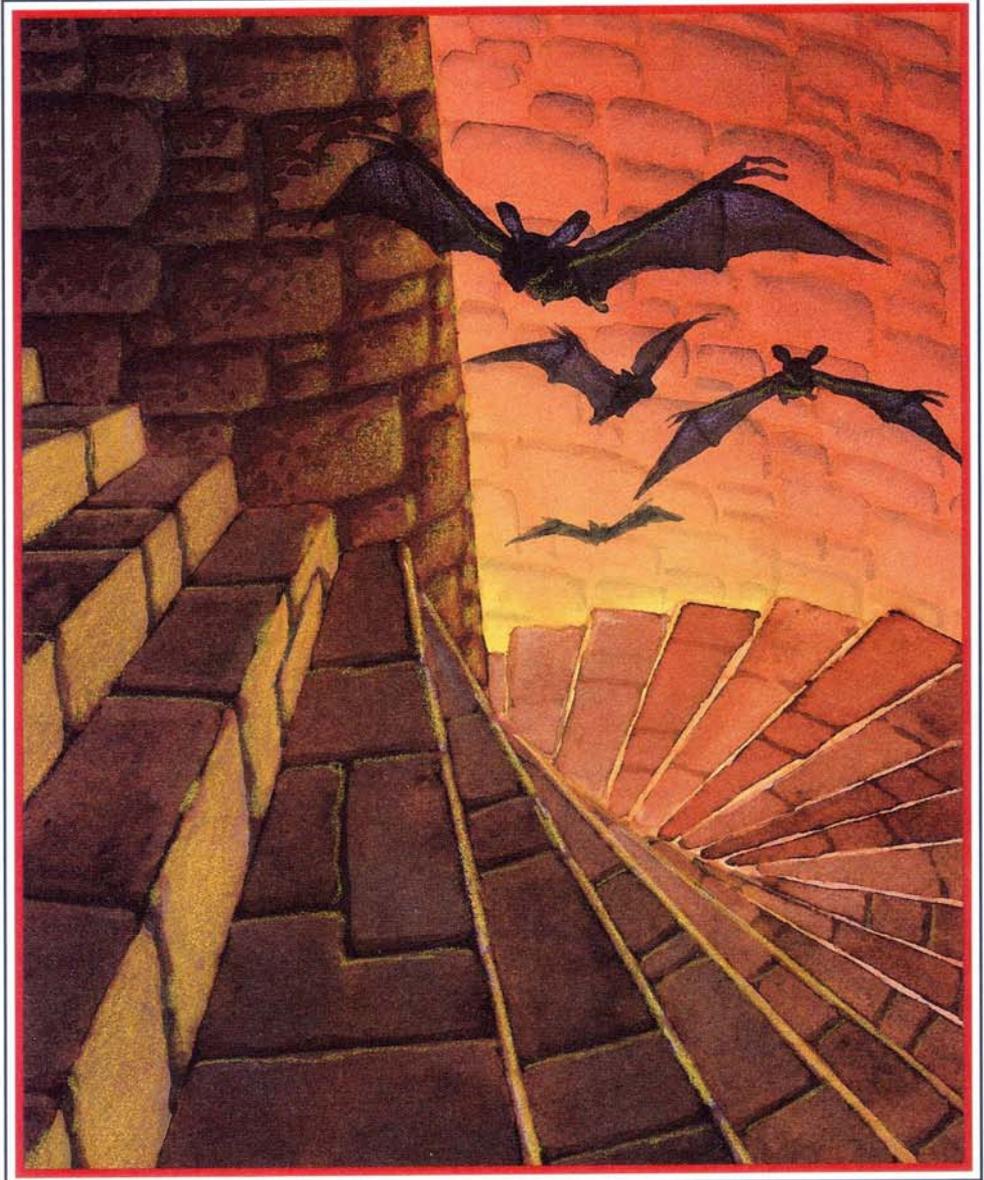
The Tomb of Damarra



- **Experience points.** Now you must give out experience points. Add up the experience points earned for each monster defeated. This is the number of experience points each hero gets.

Have the players write down their experience points. It's their job to keep track of these! Remind them to check and see if they have earned enough points for their hero to advance to the next level. If any have, have the player roll for additional hit points for his hero and add these to the hero's total.

- **Healing.** Tell the players their heroes get all their hit points back while they are in town. The adventurers stay in town until everyone is fully healed.
- **Magical items.** Make a list for yourself of all the magical items the heroes found. Unless the players have things identified, don't tell them what they have found. This is your secret information that they must learn!



Congratulations! You deserve a big hand, too! You've just run your very first adventure and that's quite a feat. Don't worry if you made mistakes—it's all part of learning what to do. The next time you play, you'll make fewer mistakes and everything will be easier. Just like the other players are learning how to handle their heroes, you're learning how to be a DM.

IMPORTANT! Now, before you go on to the next adventure, "The Ghost of Harrow Hill," read through the *Expanded Rules* in the *Introduction to the Player's Handbook* and read about the Town of Freedale beginning on the next page. It will tell you how to use the town as part of your campaign. You might also want to review any of the Basic Rules you want to remind yourself about.

The Town of Freedale



Now that you've run your first adventure, *The Tomb of Damara*, you're ready to have your players explore Freedale. After all, the characters probably have lots of gold that they want to spend, right?

Purpose of a Town in the AD&D® Game No matter where brave warriors travel, no matter how many dungeons a wizard explores, and no matter how many mountains a

dwarf climbs, sooner or later they all end up in a town or village. A town such as Freedale is a place used by heroes as well as the Dungeon Master.

A town is a place for the characters to buy supplies, receive curing for injuries suffered in battle against terrible monsters, meet up with old friends, find work, or to tell stories in their favorite tavern. A town can be a place characters can call home, as well as a dark and mysterious location that holds secrets all its own.

How to Use Freedale The town of Freedale will be a place where the PCs (short for Player Characters) and NPCs (Non-Player Characters, the people who live in Freedale and are played by the DM) can meet, do business, tell stories,

or anything else between adventures. After the *Tomb of Damara* adventure, the PCs returned to Freedale and collected their reward from the High Wizard Netheril for a job well done. Now they have a chance to explore Freedale before moving on to the second and third adventures.

Freedale can be a place that is as exciting and adventurous as ancient dungeons or hordes of monsters. The DM should use the NPCs and services found in Freedale to make the characters' lives more interesting, since there is more to life than killing monsters and stomping through underground dungeons.

There is one thing about Freedale or any other town the DM must consider, and that is the cost of living for a character. The cost of living can include things like food, water, hay for horses, and the cost for staying at the Evening Star Inn. The beginning DM may choose not to charge these costs to the players during the first few adventures, saving it for a time when everyone is more experienced. If the DM wishes to charge for these items, perhaps a price of one gold piece each week per character can take care of all of their needs.

The Town of Freedale



Location of Freedale

Freedale is a small spot in an area known as the Dalelands (or simply the Dales). The Dalelands is a region of rich farmland containing several small communities. The Dales region was once the land of the mysterious elves, but as the residents of the Dalelands cut down trees, the elves and their families retreated deeper into the forest. The Dales themselves are a part of a larger collection of countries called Faerûn.

Though far from other towns, Freedale remains a busy place. Elves traveling west often stop in Freedale for supplies, as do other travelers from the east. Freedale is also a stop for those traveling up or down the River Ashaba, docking their boats or barges at the wharfs south of town.

Knowledge of Freedale

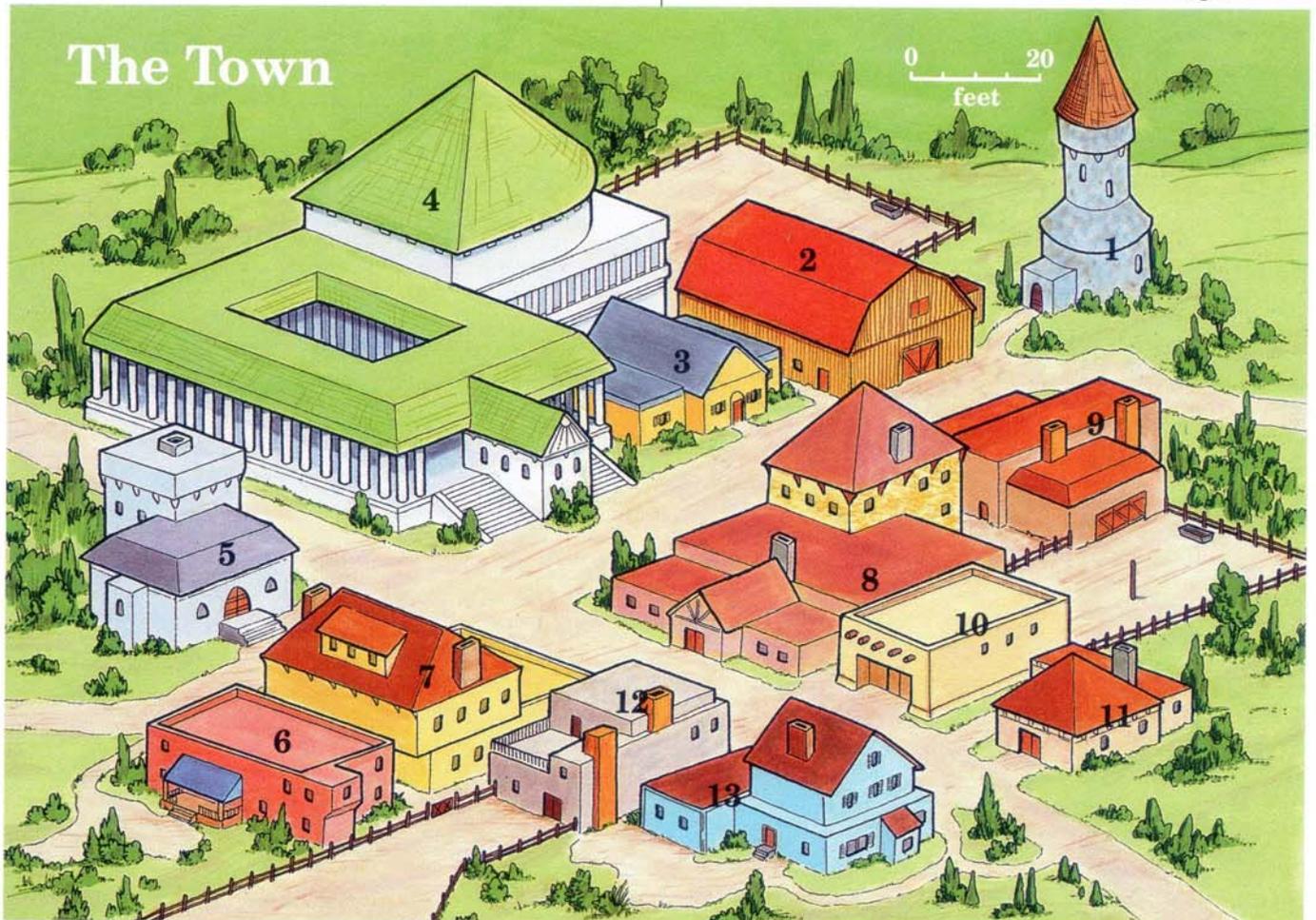
Though it does not say so on the character cards, each of the characters knows a little about the town of Freedale. Each PC has

spent some time in the town before *The Tomb of Damara* adventure. You should tell the players this information after that first adventure.

Lordan the Pure: The cleric Lordan the Pure's master is Farrish the Priest, who can be found in the Temple of Lathander. Lordan can receive free healing from Farrish as long as he has remained good during his adventures. Farrish will know if he is lying. Afterwards, Lordan may find himself doing an adventure in return for Farrish's kindness. Farrish can also offer Lordan, and possibly his friends, lodging for the night.

Beldar the Brave: A childhood friend of Beldar, the warrior Thran is the leader of the Watch Guard Barracks. Beldar can stay at the barracks whenever he is in Freedale, as long as Thran can call on Beldar's help whenever needed.

Morganth the Mysterious: Sethel the Scribe is an old friend of Morganth's. Both of them studied under the same master many years ago. Morganth decided to follow magic, while Sethel became a historian. Should the wizard need to learn some ancient knowledge, Sethel



The Town of Freedale



may be able to help. Morganth is also on good terms with the High Wizard Netheril. He has purchased magical spells from Netheril in the past, and will be able to see the wizard for advice when others will not be able to get past his servants.

Slinker: The thief Slinker is someone who everyone in Freedale knows. However, Slinker's best source of information is One-Arm McGinty, the owner and bartender of the Red Dragon Tavern. Slinker can always find out the latest news about Freedale from One-Arm, as long as he is willing to pay for a drink.

Silverleaf Halfmoon: Silverleaf is from the same tribe of elves as Taran the elflord (also known as Taran Goldenstar). Taran is a wise elf who knows much about the wilderness surrounding Freedale, as well as the rest of the Dalelands. When Taran is not in his home in Freedale, he can be found in the woods just outside of town. Since Taran is an elf, he prefers to spend days at a time in the forest east of Freedale. To summon Taran from the forest, Silverleaf knows he must go to the eastern edge of town and howl as a wolf three times.

Delvar Ironfist: Delvar is friends with the owner of the General Store, Gart Stonenose. The two dwarves used to adventure together before Gart lost his right eye. In the evening Delvar and Gart sometimes drink ale and sing dwarven songs at the Red Dragon Tavern. Gart is often grumpy towards others but is friendly with Delvar and other dwarves.

Taran the Elflord

Following his rescue from the ogre Bonegnasher and the destruction of the *orb of dragonkind*, Taran will be very grateful to the players. If the PCs ever need the elflord's help, they can come to him and he will do what he can. Whenever the PCs are in Freedale and they need a place to stay, Taran will be happy to let them stay at his house.

Guide to Freedale

The following is a more detailed description of Freedale and those who live there. Players must learn this information by exploring Freedale on their own between adventures.

No maps of the insides of the buildings of Freedale are included. Should the DM need this information, he can simply take a pencil and piece of graph paper and draw a quick one himself, using the information provided below as a guide.

Game abilities are not given for all NPCs found in Freedale. Many of the NPCs in Freedale will never get into a fight or go adventuring with the players. If the DM needs to have game abilities for certain NPCs, consider them to be 1st-level fighters. Characters do not get experience points for killing any of the townsfolk.

1. Tower of the High Wizard Netheril: The tower of the wizard Netheril is a structure of gray stone and a few windows. Each of the tower's four floors are one big room containing large tables covered with scrolls, books, and bubbling beakers. Everything within the tower is a terrible mess, but Netheril seems to know where everything is, so he doesn't feel the need to clean.

The PCs will only ever see the first floor of Netheril's tower, since the other floors are his private chambers. The second floor is sleeping quarters for him and his servants, the third is a storage area, and the fourth is his secret laboratory. Anyone breaking into Netheril's tower will be caught and turned over to the Watch Guards.

Anytime the heroes return from adventuring, they can have magical items identified by Netheril. For 1,000 gold pieces Netheril will tell the PCs the powers of a magical item they possess. If the heroes do not have 1,000 gold pieces, Netheril will take another magical item as payment.

There is also a 50% chance Netheril will have a magical item for sale whenever the PCs come to visit him. Netheril will not accept less than the listed price for each of the items. Roll a 1d8 to determine what item the wizard has for sale at any one time.

Item (roll 1d8)	Cost
1. <i>Potion of Healing</i>	150 gold pieces
2. <i>Arrow +1</i> (dozen)	200 gold pieces
3. <i>Potion of Giant Strength</i>	300 gold pieces
4. <i>Potion of Speed</i>	300 gold pieces
5. <i>Potion of Invisibility</i>	300 gold pieces
6. <i>Potion of Fire Resistance</i>	300 gold pieces
7. <i>Wizard Scroll*</i>	400 gold pieces
8. <i>Cleric Scroll*</i>	400 gold pieces

*1d4 spells—roll randomly on the appropriate table

Netheril has three servants who attend his needs: Major Domo (Netheril's manservant) and two guards who prevent unwanted people from entering the tower. The guard's names are Fortu and Deval.

The Town of Freedale



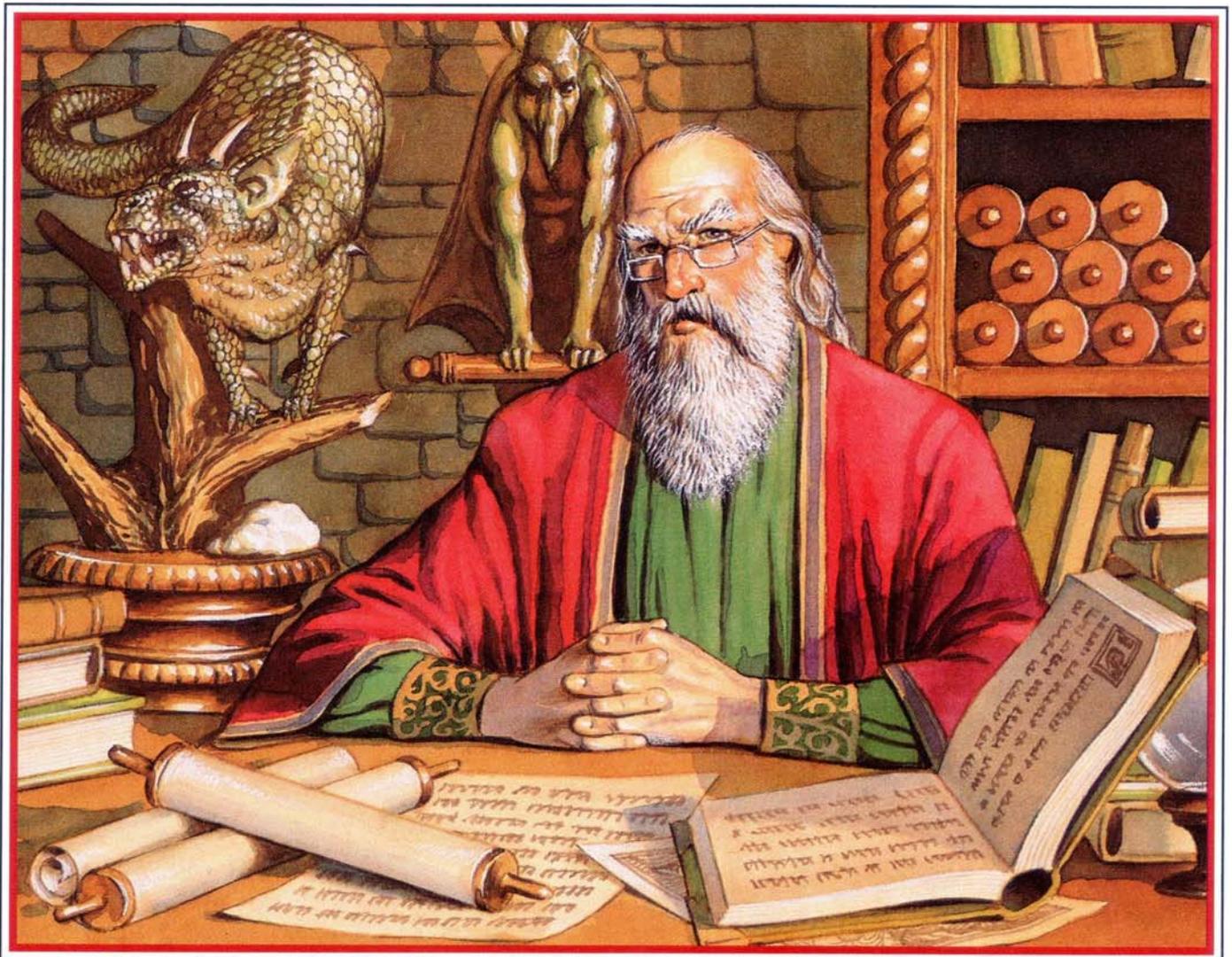
Fortu & Deval (3rd-level Human Warriors): Intelligence: Average; Alignment: Lawful neutral; Armor Class: 5 (chain mail); Movement: 12; THACO: 18; No. of Attacks: 1; Damage 1d6 (short sword); Saving Throw: 16; Special Attacks: None; Special Defenses: None; Size: Man-sized (6 feet tall)
Hit Points: Fortu (20) Deval (17)

Major Domo (4th-level Human Warrior): Intelligence: Very; Alignment: Neutral; Armor Class: 8 (leather); Movement: 12; THACO: 17; No. of Attacks: 1; Damage 1d8 (long sword); Saving Throw: 15; Special Attacks: None; Special Defenses: None; Size: Man-sized (6 feet tall)
Hit Points: 27

The High Wizard Netheril is a spellcaster of some skill. There is no complete description given for Netheril, as he is assumed to be many experience levels higher than the heroes. No matter what the experience level of the heroes, Netheril should seem to be someone whose magic is so strong they could never hope to defeat him. As far as the PCs know, Netheril can use his magic to do just about anything.

The DM should portray Netheril as a stuck-up but powerful wizard who will not be pushed around by a group of adventurers. If he is treated with respect, Netheril can be a great friend to the heroes.

Netheril is assumed to know each spell listed in the Wizard's Spells section, especially the *identify* spell, which he uses to discover unknown magical items



The Town of Freedale



brought to him by the PCs. Netheril's alignment is neutral when dealing with the heroes.

2. West Wind Stables: This large stables is the only place in Freedale for someone to keep a horse. In addition to the stables, there is an exercise field behind the barn. An office and living quarters are attached to the stables.

The stables are owned and operated by Joben the Stable Master and his son Markus. Both Joben and his son are friendly folk, and it is well known that Joben will often let friends or travelers sleep in the hayloft if they cannot afford the prices at the Evening Star Inn.

Markus is a curious young man of 12 years who dreams of being a defender of the land someday and often asks adventurers who wander through Freedale what it's like to slay an evil beast or save a beautiful princess.

Taking care of horses includes grooming, food and water, and exercise twice a day. Horses sold at the General Store are kept at the West Wind Stables. During the beginning adventures, the DM does not have to charge the players for storing their horses at the West Wind Stables, but he may wish to in the future.

3. Sethel the Scribe: Freedale has its own library, owned and operated by Sethel the Scribe. Sethel has information from the far reaches of Faerûn and current knowledge about Freedale and the rest of the Dalelands. Sethel will be able to give the PCs general information regarding each of the three adventures, such as details on any of the monsters they have encountered, explaining their strengths and weaknesses. If the PCs have gone on several adventures and have a lot of gold in their pockets, the DM may wish to charge the players for any of Sethel's information.

Sethel the Scribe is a friendly man, especially to those seeking his knowledge. He will allow anyone to have access to his library, provided they follow three rules: 1) Be quiet, 2) No spellcasting or fire allowed, and 3) Leave your weapons at the door. A sign outside the building makes clear these three rules to all who enter. Sethel will not allow anyone who abuses his rules to return to the library.

4. Temple of Lathander: This temple is dedicated to Lathander, one of the gods worshiped in the lands of Faerûn. This temple is run by Farrish the Priest, a kind and gentle old man who has lived in Freedale all of his life. Over the years Farrish has built a great temple to Lathander. He offers healing services to help pay for the

temple's upkeep. The temple can offer curing for sick or injured player characters, and the prices for such spells are listed below.

Temple Service	Minimum Donation
Cure poison	250 gold pieces
Cure disease	250 gold pieces
Remove a curse	500 gold pieces
Raise a dead character (Elves cannot be <i>raised</i> .)	1,000 per character level

The cost for raising a dead character is 1,000 gold per level of the player character. For example, if the character is 3rd level, the cost is 3,000 gold pieces. Farrish will also take a magical item as payment for raising a character from the dead.

Like any good cleric, Farrish will refuse to heal those who are evil or false. Farrish will also allow the player characters to rest at the temple if they have no other place to stay.

Farrish is able to cast any spells listed in the Cleric's Spells section. If he needs to cast the powerful *raise dead* spell to bring a character back to life, Farrish must send a messenger to Shadowdale to bring back a scroll containing that spell.

Farrish the Priest (6th-level Priest): Intelligence: Very; Alignment: Neutral good; Armor Class: 5 (chain mail); Movement: 12; THACO: 18; No. of Attacks: 1; Damage 1d6+1 (mace); Saving Throw: 14; Special Attacks: None; Special Defenses: Spells; Size: Man-sized (5' 11" tall)
Hit Points: 23

Spells: 1st level: *bless, cure light wounds, detect magic*; 2nd level: *augury, detect charm, know alignment*; 3rd level: *cure disease, remove curse*

5. Foxworth the Moneylender: Whenever the PCs find treasure while on an adventure, they may have to visit the moneylender to exchange the gems they find for gold pieces. However, if the PCs wish to buy gems, the cost is twice the exchange rate. The PCs can also exchange gold coins for silver and copper coins.

The Town of Freedale



Exchanging Money & Gems

1 gold = 10 silver = 100 copper

1d100	Gem	Value
01–25	Agate	10 gold pieces
26–50	Quartz	50 gold pieces
51–70	Garnet	100 gold pieces
71–90	Topaz	500 gold pieces
00	Diamond	5,000 gold pieces

Foxworth himself is a short, slimy-looking man that speaks in a high-pitched voice. The moneylender will never cheat the players, but he does have a dishonest appearance. Foxworth will always claim to be a busy man, and wants nothing to do with the characters unless they are doing business with him. Foxworth lives alone and hides all of his money and gems in a secret place in his house where no one will ever find them.

6. Taran the Elflood: This building is the home of Taran the elflood, also known as Taran Goldenstar. Taran is a powerful and intelligent elf who has lived for many years in this area. Taran loves the beauty of the wilderness, and will oppose anyone who does anything to hurt nature. While in Freedale, Taran spends his days on his porch playing an elvish flute. His music is beautiful, and many of the children in town flock to his home when they hear the sound of his flute. Being an elf, Taran spends most of his time in the forest east of Freedale. There is only a 25% chance of ever finding Taran at his house.

Taran the Elflood (2nd-level/1st-level Elf Fighter/Wizard): Intelligence: High; Alignment: Chaotic good; Armor Class: 8; Movement: 12; THACO: 19; No. of Attacks: 1; Damage 1d8 (bow & arrow); Saving Throw: 12; Special Attacks: Spells; Special Defenses: None; Size: Man-sized (5 feet tall)
Hit Points: 6
Spells: sleep

7. Evening Star Inn: The only place to rent a room in Freedale is the Evening Star Inn. This inn has plenty of space for travelers or adventurers. Anyone staying at the Evening Star Inn gets two meals a day and a bath (if they need it). The rooms have one bed or two, a table, a bowl and pitcher of water, a lantern for light, and a small chest for possessions.

The Evening Star Inn is owned by Toobar Starlight, a man who dreams of visiting the stars someday. Toobar is

a pleasant man that spends his evenings on the roof of the inn studying the distant stars. Toobar runs the inn with the help of his wife Katherine, who does all the cooking and cleaning. Katherine is a very friendly lady, but will complain about Toobar spending too much time on the roof of the inn.

8. The General Store: This shop is where player characters can come to buy supplies between adventures. Things bought at the general store do not fall into the category of "cost of living" items. If anyone wants something from the store they must pay Gart Stonenose.

Gart is an ex-adventurer who many in Freedale think is a grumpy stick in the mud. Gart has only one eye. The dwarf lost his right eye while fighting a group of orcs and had to retire from adventuring. Gart is old friends with the player character Delvar Ironfist. Delvar is the only person Gart isn't grumpy around.

Everything in the Equipment section of the *Introduction to the Player's Handbook* is for sale at the General Store. Horses purchased here can be picked up at the West Wind Stables, complete with saddle bags and horse shoes. Any weapons purchased here can be picked up at Orebreaker the dwarven blacksmith's shop. Any leather goods can be paid for at the General Store and picked up at Cordac the Leatherworker's shop. Gart has a deal with each of these businesses to split the profits of the sales of their wares.

Although Gart is often grumpy, he is a fair businessman. However, if any of the player characters call Gart names or otherwise make him mad, the dwarf will double the price of items he sells that particular character. If the characters put up with Gart's grouchy attitude, he will eventually become more polite to them.

Gart has -1 penalties to hit and damage rolls when he fights because of the loss of his right eye.

Gart Stonenose (3rd-level Dwarf Fighter): Intelligence: Average; Alignment: Lawful neutral; Armor Class: 8 (leather armor); Movement: 6; THACO: 18; No. of Attacks: 1; Damage 1d8 (battle axe); Saving Throw: 12; Special Attacks: None; Special Defenses: None; Size: Small (4 feet tall)
Hit Points: 19

9. Orebreaker, Dwarven Blacksmith: The oldest person in Freedale, Orebreaker is one of the best blacksmiths in the Dales. Anyone coming close to his shop can hear the clanging of his hammer from sunrise to sunset. Orebreaker makes high quality weapons and armor that he sells through the general store. Although

The Town of Freedale



he cannot make magical weapons, Orebreaker can make swords or armor with special symbols or pictures on them at the character's request. Orebreaker will make these weapons appear very fancy, and the price for them from the general store is double.

Orebreaker is a kind old dwarf and is friendly to anyone who appreciates his work.

Because of his age, Orebreaker is looking for an apprentice to teach his skills. Although he is not going to die anytime soon, it takes many years of study to learn all there is to know about blacksmithing. Orebreaker is willing to teach if someone is willing to learn.

10. Fendrick's Fine Foods: If anyone in Freedale is looking for a special meal, something they cannot find in a dungeon, then Fendrick's Fine Foods is the place. Fendrick is the best cook for a hundred miles, and people from all over the Dalelands come to Freedale for his "chicken surprise." If the player characters want to eat a fancy meal at Fendrick's Fine Foods, the DM should charge them a few silver coins for the dinner.

Fendrick is the owner and chief cook of the restaurant, and employs an additional cook and a serving girl. Fendrick is a nice enough fellow, but is very strict about how his restaurant looks and how his food tastes. The DM can role play Fendrick as a french chef who cares more about his food than himself. Fendrick's assistant cook is named Boris, and the serving girl is Clara.

11. Cordac the Leatherworker: This building is the shop of Cordac the Leatherworker. Like other businesses in Freedale, the leather products are sold through the general store and picked up here. Cordac makes leather armor, saddle bags, backpacks, sacks, and small jewelry items.

Cordac is a middle-aged man who lives here alone. In his youth the leatherworker used to travel across Faerûn selling his goods, but after many years he decided to settle down in Freedale. Cordac will be happy to show the characters his trade, and expresses his interest in buying any furs they happen to find. Cordac is also a great storyteller, spinning great yarns about his trips across the lands.

12. The Watch Guard Barracks: This group of five fighters keep the peace in Freedale. They enforce the laws of the Dales in Freedale. Laws in Freedale are the laws of society—do not kill, do not steal, and other laws that are common sense. The DM can make up penalties for these laws, but most will involve time spent in the jail found at the barracks. Since the player characters are good, Thran and the other guards should not have a reason to arrest them.

Thran and the Watch Guards are dedicated soldiers, interested in protecting Freedale from all threats. At least two of the guards will always be on patrol in the streets of Freedale, while one of them remains at the barracks. The interior of the barracks consists of sleeping quarters for the guards, a jail for prisoners, and a small armory full of weapons.

The Watch Guards (2nd-level Fighters): Intelligence: Average; Alignment: Lawful good; Armor Class: 3 (plate mail); Movement: 12; THACO: 19; No. of Attacks: 1; Damage 1d8 (long sword); Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Man-sized (6 feet tall)

Hit Points: (Thran) 15 (2) 14 (3) 13
(4) 13 (5) 12

13. The Red Dragon Tavern: When people in Freedale need a place to relax, they come to the Red Dragon Tavern. This tavern has a large gathering room with many tables and a stage for performers. During the evening hours many of Freedale's residents are here having a drink and talking about the day's events. The Red Dragon Tavern is owned and operated by One-Arm McGinty.

One-Arm is an ex-thief who lost his arm when he failed to disarm a trap in an ancient dungeon. He is a sneaky sort of character, one that listens for any rumor or bit of information he can overhear from his customers. If the player characters need any information (something the DM wishes the players to know), Slinker can come to One-Arm.

One-Arm McGinty (3rd-level Thief): Intelligence: Average; Alignment: Neutral; Armor Class: 10 (none); Movement: 12; THACO: 19; No. of Attacks: 1; Damage 1d4 (dagger); Saving Throw: 15; Special Attacks: Backstab; Special Defenses: None; Size: Man-sized (6 feet tall)

Hit Points: 11

The Ghost of Harrow Hill



So, are you ready to go on your next *Introduction to ADVANCED DUNGEONS & DRAGONS* game adventure? Ever want to spend a night in a haunted house? Want to know what it would be like to meet a ghost? Well, doom creeps closer and closer with each hour your heroes spend in the old house on Harrow Hill! Are they brave enough to make it through the night? Or will the ghost claim some new victims?

Getting Ready

First, you shouldn't play this adventure until you've read *all* the *Introduction to AD&D* game rules. This adventure takes you a step beyond the Basic Rules you used for "The Tomb of Damara." It's also important to play "The Tomb of Damara" first, even if you already know how to be a Dungeon Master. Not all adventures are the same. While "The Tomb of Damara" is a challenge for 1st-level heroes, "The Ghost of Harrow Hill" is too difficult. The heroes need the extra hit points, spells, and knowledge of how the game plays just to have a good chance of surviving this adventure. It's one of your jobs as Dungeon Master to make sure that adventures are *balanced*.

Like "The Tomb of Damara" this is a CD adventure, so you're going to need a CD player set up like you did before. When it's time to play, gather your friends who played in "The Tomb of Damara" and pass out the character cards. Players should each take the same characters they played the first time. This is important. This is a role-playing game, so that hero is *their* character. In role-playing games, the players use the same heroes for many adventures, gaining experience and levels with each adventure. Players shouldn't trade characters.

The idea of using the same characters is that those heroes don't lose what they earned in their first adventure, either. They start this adventure with all the experience points, gold, and magical items they had at the end of their last adventure. Any hit points lost are healed. Smart heroes don't start another adventure until they're healed, after all!

IMPORTANT! One of my players can't make it. Sometimes a player can't come to a game you planned. If this happens, you might want to change the time of the game so that everyone can play. If that's impossible, then the best thing is to say, "Hero so-and-so has things to do in the town, so he's staying behind for this adventure." Don't let another player control the hero for the adventure—after all, how would you feel if somebody else got *your* character killed while *you* were gone?

The Ghost of Harrow Hill



Of course, now you're short one hero for the adventure, and the rest of the group may find things too hard. You'll have to be ready to make adjustments in the difficulty of the adventure. You might reduce the hit points of a monster or make the monsters a little more willing to run away. There is no formula for this; just use your judgment. That's your job as the Dungeon Master.

I've got a new player. A new player may want to join your game for this adventure, but the new hero will not have the experience or magical items of the other heroes. This doesn't have to be a problem. Just remind all the players that the new hero may need help and protection. The character has fewer hit points and less magic than the rest of the heroes. If the group works as a team, the character can still adventure safely.

Eventually, because of the differing amounts of experience points needed for different classes to gain levels, the heroes will form a spread of levels. It is common in later adventures for heroes of several different levels to work together.

I've got more players than character cards. This is no problem at all. Simply divide your players into two groups and run the adventure twice! (Alternatively, you can make your own characters using the Character Generation rules in the *Introduction to the Player's Handbook*.) Remind the first group not to talk about what happened until after the second plays. After all, they don't want to give the second group of players an unfair advantage.

The Story Behind the Adventure

Before running "The Ghost of Harrow Hill," it is helpful for you to know the story of the adventure. This lets you answer unexpected questions in a way that makes sense for the adventure.

Harrow Hill is an old mansion far from the town. It has been boarded for many years. If there were any farms nearby, the peasants would say the mansion was haunted, but the land all around is deserted. There is no one to warn the heroes about the dangers of the house.

Once Harrow Hill was the home of Gunter (pronounced GUN-tur) Weiss, a powerful wizard. When Gunter was an old man, he fell in love with a young woman named Erika. She liked him, but did not love him back. The wizard thought this was because he was old. If he could become young again, then he *knew* she would love him.

Gunter became insane trying to find the secret that would restore his youth and give him eternal life. He studied ancient books and performed magical experiments searching for the answer. At first his experiments were harmless, but then he started doing them on his servants, and turned them into undead monsters. All the time he tried to keep his work secret from Erika, who was all but a prisoner in his house. Gunter created powerful spells to seal the house, all for her safety—or so he claimed.

At last Gunter found a solution. He made a magical silver heart that would restore his life and youth. The heart needed time to work, though, during which Gunter had to rest in a near-death sleep. If anything went wrong, Gunter would die. For his own safety, the wizard ordered his undead servants to build a secret chamber where he could lie.

Gunter's work scared Erika. She did not know his full plan, but was afraid of what he might become. When the chamber was finished and Gunter was "sleeping" there, Erika sneaked in and stole the heart. The spell was ruined! Gunter never woke, dying in his hidden chamber. Erika died in the house, too, trapped by Gunter's magic.

Now Gunter's ghost haunts the house. It is waiting for a strong young body it can claim. The ghost hopes to restart the spell by having his servants take a newly killed body to the secret chamber. There they will rejoin the body with the silver heart that Erika took. The house's magical seals still work at Gunter's command.

In this adventure, the heroes are trapped in the house until they defeat the ghost. No matter what they do, they can't leave. The door slams shut behind them when they come in and shutters block the windows. Doors and windows to the outside can't be opened by force or by magic. If the players don't like this, tell them it's magic and that's the way it works here.

IMPORTANT! To escape from the house, the heroes must take the silver heart in the library (Area 2), find the secret crypt (Area 12), and there place the heart on Gunter's tomb. All this must be done before midnight! If the heroes don't beat this deadline, the ghost defeats them.

Introduction The adventure begins on a lonely road far outside the town. Play track 35 on the CD player. To fill out the details not given on the soundtrack, use the description of Harrow House given here.

The Ghost of Harrow Hill



35

The heroes are introduced to the cleric character, and meet up with some haunted folk on a road on a stormy night. "What does it matter where you are when your spirit is gone?" they wail in the night. The heroes leave these poor creatures behind and decide to take shelter in an abandoned mansion, but soon come to realize that they are not alone there. A presence also occupies the house, and it doesn't seem very nice.

READ ALOUD: The old house is perched on the top of a barren hill. Lightning flashes through the withered trees that line the path to the front door. In the brilliant glare, it is clear the place has long been empty. Moss hangs in the cracks of the wooden siding, shutters slam in the wind, and the boards of the ancient porch are crumbling.

What is really spooky about the house is its strange design. It is not a sturdy stone castle or a simple peasant's hut. It is not even like the large buildings in the town. In fact, it is not a building that even looks like it belongs here. The house looks like it has been transported to this location from another place and time.

DECISION: After playing the track, tell the players, "It's pouring down rain outside. You're standing on the porch, and the front door is open. Are you going inside or heading on?"

- **Press on.** First point out that the characters have to walk through the mud and rain, and the road looks like it's getting treacherous. If the players insist on moving on, tell them that their characters head down the trail for a short distance. After awhile, they come to a ravine where the road once was. The way ahead is completely washed out, and the storm is growing worse. The heroes will have to return to the mansion to take shelter.
- **Go inside.** Continue the adventure at Area 1.

Area 1. The Front Parlor

When the heroes enter this room, read out loud the description below. Then play track 36 on the CD player.

READ ALOUD: Inside the front door is what was once a comfortable sitting room. The moldy scraps of an ancient rug tangle around your feet. Rotten wall-

paper hangs in great peels from the walls. Water drips down the chimney of the cold stone fireplace. A portrait hangs over the mantle. Except for a heavy oak desk next to one wall, the once-fine furniture is now worm-eaten and cracked.

36

The heroes make the decision to enter the house.

SEARCH: After reading the description and playing the CD, let the heroes examine the room's contents as long as they want. What they find depends on what they search.

- **The chairs.** Several once-plush couches and chairs are scattered around the room. They have aged badly and will collapse in a tangle of moldy dust and rotten wood if anyone sits in them.
- **The desk. TRAP!** A search of the desk reveals a locked drawer. The drawer is trapped; anyone trying to open it will be pricked by a poisoned needle unless the trap is disarmed first by the thief making a successful remove traps roll. The poison is old and weak, so victims get a +2 bonus on their saving throws and only suffer 1d6 points of damage if they fail their saving throws. Inside the drawer is a small notebook filled with Gunter's notes. When the heroes find it, play track 37 on the CD player.

37

While poking around in the living room, the characters discover an old diary. Reading from it, they learn a great deal: "At last I have discovered the secret of reanimating the dead! Dear Erika is quite displeased by my servants' appearance, but they obey my every wish exactly. Still, I would not wish to return in their mindless state of undeath. I must continue my search for the secret of surviving past death.

"How bitterly unfair that now as I am old and dying such a fair young creature as Erika should come into my life. But the workings of fate *can* be reversed. I swear by the blood I've spilt, I am close—I know it! I'll set the servants to building me a suitable chamber whilst I continue my studies.

"There is something I am missing. It lurks in the mist just beyond my grasp. Just beyond that membrane which separates life from death. My preparations are almost complete. I must not let Erika have the least suspicions of what I am planning. If she

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knew, I think she would try to flee me—so beautiful, so innocent she is.

"The chamber is ready now. It will work. It must work!"

- **The painting.** When any hero first looks at the painting, roll some dice behind your screen. Don't worry about what you roll—you're only trying to make the players nervous! After you do that, play track 38 on the CD player.

38

The ghost of Gunter Weiss steps from the painting and says, "Ha! Welcome to my home, mortals! I have been waiting for such as you! I have need of a mortal life, and you shall give me one. Seal my house, dark forces, and hold them here!"

"You are my prisoners, now. Give me the life of one, and the others are free to leave. Otherwise, I shall claim you all on the stroke of midnight. Enjoy your stay in my humble house."

At this point, the ghost of Gunter has trapped the heroes. The doors and windows are sealed by a magical shield. No amount of battering will open them. Tell your players that the figure in the painting steps out and stands in front of them. Then, playing the part of Gunter, demand, "Which one of you will give me the life I need?"

- **If the heroes give up one of their group.** First tell the characters that their choice is not a good action and could have serious effects on them all. If they still want to give someone up, have the ghost laugh evilly as he waves his hand toward the door. Tell all but one of the heroes, "You may go. I need you no longer." To the



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chosen hero, say, "How kind of your friends to leave you!" If that hero tries to escape, the doors instantly seal, trapping the hero—and any who haven't left—inside. Read the following to the heroes who escape:

READ ALOUD: The path from the house disappears into the same strange mist you went through coming here. Moonlight fills the sky, but it is not soothing. In your hearts you know you have done a terrible evil. Life will never be the same for you again.

By giving up their companion—for whatever reason—the heroes face certain punishments. If the cleric escaped, he can no longer cast spells or turn undead. For all heroes, including the cleric, healing spells, potions, and scrolls no longer work. The gods are angry with the heroes who escaped.

The character who remained behind is lost. Nothing can be done to save that hero's life. It is time for that player to start a new character.

- **If the heroes refuse to give anyone up.** Play track 39 on the CD player. Just to terrorize the heroes, the ghost forms a phantom blade in his hand. It cannot cause the characters any harm, but will scare the players. Pretend this is a normal combat by rolling for initiative and attacks. Gunter automatically hits one of the characters, though.

39

The ghost of Gunter emerges from the painting and again demands, "It's easy for you to stop the terror. Just give up one of your bodies and the other two will go free." When the heroes refuse, Gunter begins attacking them with a phantom blade.

IMPORTANT! *Secretly make a saving throw for the hero character.* If the saving throw succeeds, tell the player, "You feel a terrible chill spread from the spot where the ghost stabbed you! Suddenly you are very weak. It is only by great force of will that you shake this feeling off."

If the saving throw fails, tell the player, "A wave of icy cold spreads from the wound. You feel weak and suddenly there is—blackness!" The hero falls to the ground. He looks dead but is only unconscious. Gunter's attack causes no real harm. After Gunter is gone, the heroes can easily awaken their fallen comrade.

Gunter is a ghostly thing. Swords, arrows, and spells pass right through him. He can be turned by a cleric (as if he were a wight), however. After the attack or if he is

turned, Gunter fades away with a final threat to get all the characters.

Area 2. The Library

When the heroes enter this room, read the text below then play Track 40 on the CD player. Be sure to stop the CD when the tone sounds.

READ ALOUD: This room is filled with the smell of musty paper. That only makes sense, because the walls are all bookshelves, crammed with books and scrolls of all shapes and sizes. A pair of reading chairs sit in the corner of the room. Against one wall there is a large desk with a huge black book on it. A fist-sized silver lump, maybe a paperweight, sits next to the book. The room has stayed dry over the years, so the papers still look readable once the cobwebs are brushed away.

40

The heroes look around in the library, noticing all of the books. They argue over whether or not there is anything of value here.

SEARCH: The books on the walls are not useful to the heroes. The books deal with strange and disturbing magical theories and experiments. If the characters search the desk, they find two items: a silver heart and a thick, black book.

- **The silver heart.** The heart looks like a real human heart, cast in silver. It is magical. It does nothing until held; then the metal softens, and the heart starts to beat. It doesn't do anything else.

The silver heart is an important part of the spell Gunter was trying to cast to restore his youth. It can be used to trap his ghost in Area 12 and defeat him, but don't tell the players that now! Let them figure it out as they go along.

- **The black book—TRAP!** The book is a thick, leather-bound volume. There are strange runes on the cover. These runes are a trap. If a wizard uses a *read magic* spell on the book, the spell reveals the magical trap and how to avoid it. Although the thief's find traps ability will allow him to detect the trap if he succeeds at a find traps roll, he cannot remove the trap, since it is magical in nature. If the trap is not avoided, shadow monsters spring out of the book when it is opened.

If the shadow monsters are released, start the CD

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again, and play track 41. The monsters automatically attack the heroes.

41

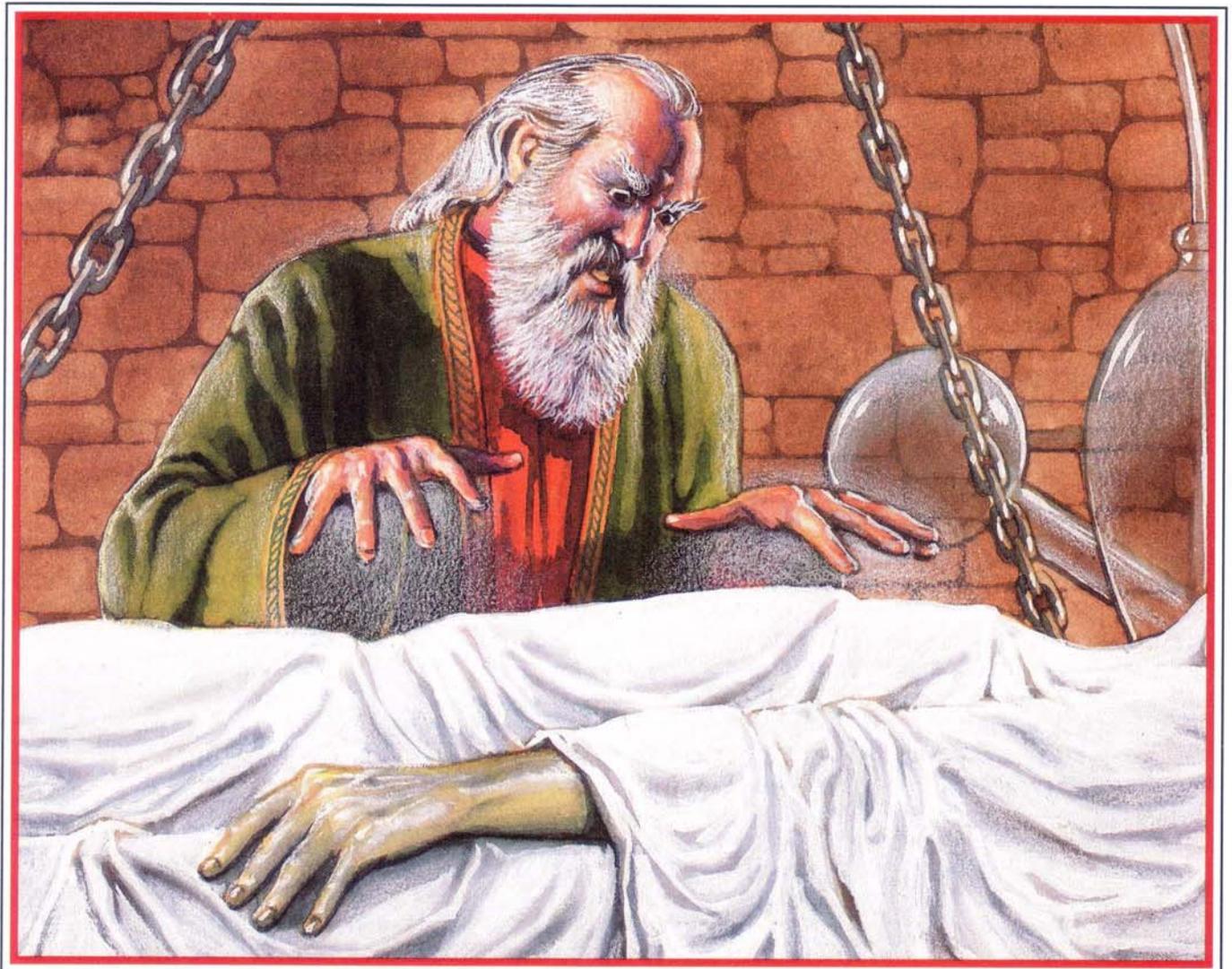
The heroes trigger the trapped book, and are attacked by shadows.

Shadows (2): Intelligence: Low; Alignment: Chaotic evil; Armor Class: 7; Movement: 12; THACO: 17; No. of Attacks: 1; Damage: 1d4+1 (+1 drain 1 point of Strength per touch); Saving Throw: 16; Special Attacks: Drain Strength; Special Defenses: Hurt only by +1 or better magical weapons, or spells; immune to *sleep*, *charm*, and *hold* spells and cold; Size: Man-sized (6 feet tall); Experience Points: 420 each.

Hit Points: (1) 17 (2) 15

The black book is one of Gunter's workbooks. It contains many scribbled notes and passages. The back pages are loose and are actually scrolls of *magic missile*, *detect magic*, *fireball*, and *clairvoyance*. The notes include the following passage. If the heroes search the book, read the passage to them.

READ ALOUD: "Not much time left for me . . . I think Erika knows. She must be prevented from interfering in the process . . . I found the cleric's book in her chambers yesterday . . . she may have found a way to stop me."



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Area 3. Music Room

When the heroes enter this room, read the description here aloud.

READ ALOUD: This chamber is a parlor. Comfortable sitting furniture lines the walls, and there is a harpsichord for musical recitals here. In one corner is a huge grandfather clock, still ticking.

Give the heroes time to look around. Then play track 42 on the CD player.

42

The heroes look around for a moment, then notice that the clock shouldn't be ticking. At that moment, the harpsichord begins playing by itself.

The playing of the harpsichord is not dangerous to the heroes; it's just intended to unnerve them some more. If the heroes investigate the harpsichord or the grandfather clock, they find nothing unusual.

When the heroes are intent on either the harpsichord or the clock and not paying attention to the rest of the room, play track 43 on the CD player. The clock suddenly begins striking the hour. The exact hour depends on what the heroes have done up to now. They were trapped at 9:00 p.m., so the clock tolls some time after this. The clock is meant to remind the players of their deadline.

43

The ghost of Gunter appears and says, "At last, your time is running out. Why not render the thief unto me? What good are thieves, anyway?"

Before the clock even finishes, the ghost of Gunter appears in the center of the room to challenge the heroes.

DECISION: Stop the CD as soon as Gunter completes his demand, and ask your players, "Will you give him what he wants?"

- **If the heroes give up one of their group.** The heroes escape, leaving one character behind. See page 40, under this same heading, for the consequences of their choice.

- **If the heroes refuse to give anyone up.** Gunter screams with rage, "Then I'll take one now!" The ghost points to the floor, and suddenly it splinters into clutching hands made of jagged wood and wet, filthy earth. One hand appears for each character.

Clutching Hands: Intelligence: Non-; Alignment: Neutral; Armor Class: 5; Movement: 0; THACO: 19; No. of Attacks: 1; Damage: 1d3; Saving Throw: 10; Special Attacks: Drag down on a roll of 20; Special Defenses: None; Size: Tiny (1½ feet long); Experience Points: 120 each.

Hit Points: 8 each

IMPORTANT! *If a magical hand hits with a roll of 20, the character must make a saving throw or be dragged under the floor the next round.* The other heroes have one round to save their companion by destroying the hand. If a hero is dragged under or otherwise dies, this satisfies Gunter's needs, and the hands immediately vanish. Otherwise, the hands vanish after four rounds of combat. The floor is perfectly smooth once more.

- **If a character is lost under the floor.** Gunter reappears and laughs evilly. He waves his hand in the direction of the front door. In Gunter's voice, tell all the remaining heroes, "You may go. I need you no longer." Read the following to the heroes who escape:

READ ALOUD: The path from the house disappears into the same strange mist you went through coming here. As you walk through it, the storm gradually ends, and then the mist fades. Soft moonlight fills the sky, but it is not soothing. In your hearts you know you have allowed a terrible evil to happen. Life will never be the same for you again.

For allowing their companion to be used by Gunter, the heroes face certain punishments. If the cleric escaped, he can no longer cast spells or turn undead. For all heroes, including the cleric, healing spells, potions, and scrolls no longer work. The gods are angry with the heroes who escaped. They will have to succeed in a very difficult heroic quest for good to regain these abilities and benefits.

The character who was pulled beneath the floor is lost. Nothing can be done to save that hero's life. It is time for that player to start a new character.

If the heroes search this room before or after the attack, there is nothing valuable found here.

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Area 4. The Dining Hall

As soon as the heroes enter this room, read the text below and then play track 44 on the CD player.

READ ALOUD: This room was the dining hall. A great table fills the center of the chamber. Broken plates and ruined settings still rest on it. Huddled on the chairs around the table is a group of people with their backs to the door. As a group they rise and shuffle forward, their rotting faces a sign of their long undeath.

44

The heroes are horrified at the sight they see. The zombies shuffle forward, murmuring, "Kill . . . kill . . ."

The four zombies in this chamber mindlessly attack as soon as the heroes enter. Remember that zombies are lumbering and slow. They will not chase the heroes if the group runs out of the room.

Zombies (4): Intelligence: Non-; Alignment: Neutral; Armor Class: 8; Movement: 6; THACO: 19; No. of Attacks: 1; Damage: 1d8 (fist); Saving Throw: 17; Special Attacks: None; Special Defenses: Zombies always lose initiative and act last in a round; Size: Man-sized (6 feet tall); Experience Points: 65 each.

Hit Points: (1) 12 (2) 11 (3) 10 (4) 9

Area 5. The Kitchen

There is no CD track and no monsters in this room. This room is a good place for the heroes to pause and take stock of things. Only Gunter will attack the characters in this room, and then only if the heroes fail to defeat him before the deadline (see the Failure! section on page 50).

When the heroes enter, read the following description aloud.

READ ALOUD: This room is the kitchen. Several tall cabinets line the walls, most of them broken open. Shattered dishes and broken glass litter the floor. A large hearth filled with cold ashes takes up most of one wall. There are only a few unbroken jars left, mostly flour, spices, and seasonings.

SEARCH: If the heroes search the kitchen, they find one thing that seems out of place. Hidden beside the cellar door are several builder's tools: a hammer, a pick, a trowel, and a bucket filled with dried mortar. The tools were left here by Gunter's servants after they finished building the secret room off the cellar.

Area 6. The Sun Room

When the heroes enter this room, read the description below.

READ ALOUD: This room is colder than all the others, and the sound of the rain is loud here. The room is filled with shadows that twist in the light. It's almost like peering into an evil jungle.

DECISION: At this point, ask, "So, are you exploring the room?"

- **No.** The heroes leave the room, and nothing happens.
- **Yes.** Tell the heroes that the room appears to be an old conservatory (a room like a greenhouse) and is filled with dead and dying plants. There are potted trees hung with thick vines, bushes in tubs, and plants with pricking thorns. When the heroes begin to poke into the bushes, play track 45 on the CD.

45

The heroes begin to explore the greenhouse and discover that the vines are snakes instead.

The party is attacked by constrictor snakes. Because the serpents were hidden in the vines, the heroes are easier to surprise. Tell the players to subtract one from their surprise die roll when the snakes attack. If the snake hits with its coils, it automatically does 1d3 points of damage every round after that. If the heroes run out of the room, the snakes will not follow.

Constrictor Snakes (3): Intelligence: Animal; Alignment: Neutral; Armor Class: 6; Movement: 9; THACO: 17; No. of Attacks: 1; Damage: 1 (bite) or 1d3 (squeeze); Saving Throw: 16; Special Attacks: Squeeze for automatic 1d3 per round if first attack succeeds; Special Defenses: None; Size: Man-sized (15 feet long); Experience Points: 175 each.

Hit Points: (1) 20 (2) 14 (3) 12

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SEARCH: Hidden in the foliage there is a small chest with a *potion of healing*, a *dagger +1*, and 80 gold pieces.

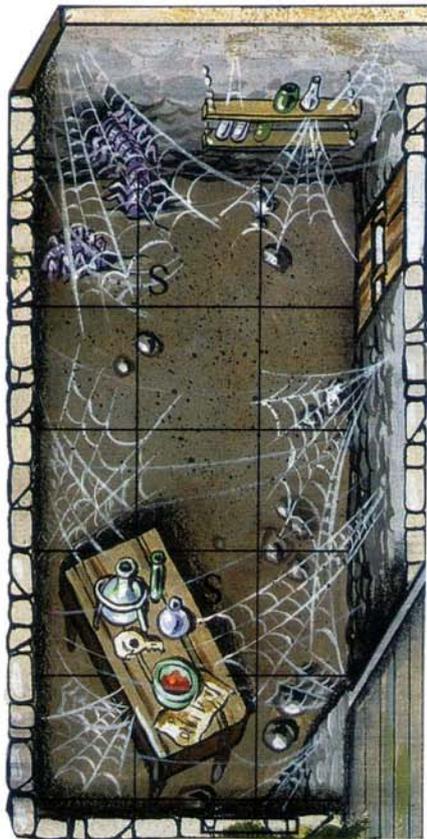
Area 7. Storeroom

Play track 46 when the heroes are outside the door to this room. Be sure to stop the CD when you hear the tone.

46

The heroes can hear some sort of scuffling and squeaking sounds.

Don't tell the players what is making the noise. If the heroes open the door, play track 47.



Secret Door

S = Spider

47

The heroes are swarmed by hundreds of rats, including eight giant ones.

IMPORTANT! This room is a storeroom. *Hundreds of rats swarm in this pantry*, but only the eight giant rats are dangerous to the heroes. The other rats nip at the heroes' heels and drop on their heads from the shelves. *Because of this distraction, the heroes have a -1 penalty to all attack rolls while the fight continues, and anyone wishing to cast a spell must first roll a Dexterity check to see if they can avoid the wave of rats.*

Giant Rats (8): Intelligence: Semi-; Alignment: Neutral evil; Armor Class: 7; Movement: 12, Swim 6; THACO: 20; No. of Attacks: 1; Damage: 1d3 (1d6+2); Saving Throw: 19; Special Attacks: Each bite has a 1 in 20 chance of causing a serious disease; Special Defenses: None; Size: Tiny (2 feet tall); Experience Points: 15 each.

Hit Points: (1) 4 (2) 4 (3) 3 (4) 3
(5) 3 (6) 3 (7) 2 (8) 2

The giant rats flee if five or more of them are killed. The pantry is full of various ruined foodstuffs, but there is nothing else interesting in here.

Area 8. Cellar

As the heroes go down the stairs to Area 8, read the passage below, then play track 48 on the CD.

READ ALOUD: The stairs are covered in dust, and the entire passage is choked with cobwebs. It is clear that nothing has come down these stairs in a long time.

48

The heroes begin to descend the stairs, and one of them gets a spider on the back of his neck. The others have to brush it away before the character is bitten.

When the heroes reach the bottom of the stairs, but before they even have a chance to look around, they are attacked by two large spiders. The starting locations of the spiders are marked with "S"s on the map. If the players do not say their characters are staying away from the webs that fill the room, there is a 1 in 4 chance each

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round that the hero will blunder into a web and get stuck. Roll 1d4 each round for each hero. On a 1, that hero is stuck. Stop rolling if the battle is over or the webs are burned. Stuck heroes can't do anything but try to break free.

Anyone stuck in a web can get out eventually. It takes two rounds for a person with an 18 Strength, and an extra round for each point of Strength below 18. Characters stuck in a web are attacked by the spiders with a +4 bonus to the spiders' attack rolls.

IMPORTANT! *The spider webs burn quickly and easily, so putting a torch to the webs instantly sets them on fire and frees anyone trapped in the webs in one round.* The fire does 1d4 points of damage to every spider and trapped hero. The fire goes out after one round. If a hero lights the webs when nobody is trapped, congratulate the player for coming up with a good idea.

Large Spiders (2): Intelligence: Animal; Alignment: Neutral; Armor Class: 8; Movement: 6, Web 15; THACO: 19; No. of Attacks: 1; Damage: 1+poison; Saving Throw: 17; Special Attacks: Poison; Special Defenses: None; Size: Small (2-foot body); Experience Points: 175 each.
Hit Points: (1) 8 (2) 6

After their characters defeat the spiders, read this description to the players:

READ ALOUD: The basement is full of old cobwebs. Almost hidden within them is an ancient laboratory. A large wooden table in the center of the room holds a few dirty flasks and rusty knives. A shelf filled with jars, beakers, candles, and bones hangs on one wall.

SEARCH: If the heroes search this area for treasure, they find two *potions of healing* and two *elixirs of health* on the shelves. Remember that the *elixir* is good for neutralizing poison. Looking for treasure will not reveal the secret door.

IMPORTANT! *There is a secret door in this room, as shown on the map on the previous page. It is not shown on the players' map, so do not tell them about it.* If the heroes found the tools in Area 5, tell them the dirt and mortar of the cellar matches that found on the tools. The heroes must find the door by making a successful check for secret doors. One check is allowed for each hero searching. The player must say his hero is looking for a secret door.

The secret door is opened by a small keyhole concealed in a stone on the wall. To open it, a thief must

make an open locks roll, a wizard must use a *knock* spell, or the party must have the key from Area 10. Go to the section about Area 12 when the heroes open the secret door.

Area 9. Klaus's Sanctuary

When the heroes enter this room, read the players the following description.

READ ALOUD: Amazingly, as soon as the door is opened, the hallway is washed in light! There is a candle lit in this room, and at the center of its glow sits a man, obviously exhausted. This was once a bedroom, but from the way the furniture has been moved around, it looks more like a little fort now.

Now play track 49 on the CD. Stop immediately after Klaus challenges the heroes.

49

The figure in the room says, "Back, foul servants of . . . Wait, wait! You're not his servants. Who are you? What do you want with me?"

DECISION: Ask the players, "What do you tell him?"

- **If the heroes are hostile.** Klaus says, "What are you, servants of Gunter then? If you be good, I will help you. If you are evil, I will fight you with the last of my strength!"

Klaus can help the heroes in many ways and has important clues for them. You should try to convince the heroes to trust Klaus.

If the heroes attack Klaus, remind them they aren't being heroic! If they still want to fight, Klaus will fight to the death, using his mace. Since Klaus is badly wounded, the characters are almost certain to win. If they do, Gunter also wins! See the information below for what to do if this happens.

Klaus the Cleric (3rd-Level Human Cleric): Intelligence: Average; Alignment: Chaotic good; Armor Class: 5 (chain mail); Movement: 12; THACO: 20; No. of Attacks: 1; Damage: 1d6+1 (mace); Saving Throw: 15; Special Attacks: None; Special Defenses: Spells—*cure light wounds* ×3, *light*, *slow poison*, *know alignment*; Size: Man-sized (6 feet tall); Experience Points: None (the heroes get no reward for killing Klaus).
Hit Points: 3 (13 normally)

The Ghost of Harrow Hill



SEARCH: Klaus has a small pouch with 45 gold pieces and 5 gems worth 50 gold pieces each hidden under the pillow on the bed. He is carrying a *stone of good luck*, which adds +1 to his saving throws and his attempts to turn undead creatures.

- If the heroes are even slightly friendly. Play track 50 on the CD.

50

The cleric reveals, "I am Klaus, a cleric from afar. I was traveling along the road with a small party six nights ago when a strange fog suddenly blanketed the land.

"Gunter trapped us here and demanded a life! The others surrendered me to him. I was left alone with only this candle.

"The high priests of my temple gave me this candle before I left. When it is lit, it casts a magical *circle of protection* to fill the room. Gunter and his evil kind cannot enter then. Even so, I must be vigilant, for if it ever blows out, they will descend upon me.

"I am not about to leave the protection of my candle. I know not what protects you, but I know what happened to the members of my party when they left. Their spirits were taken from them for betraying me. Now they are lost beings.

"In the night, late in the night, I hear voices. They speak of Gunter's search for immortality, his love for a beautiful woman named Erika, his order to his undead servants to construct a crypt for him in this very house. Find the crypt and you will find the reason why this ghost still haunts these walls."

The Ghost of Harrow Hill



This room was once the house's master bedroom. The furniture in here is in good shape, but it is all shoved around to block the windows and make a barricade. The room is inhabited by Klaus Viedermann, a cleric. Klaus was trapped in the house when he sought shelter here a week ago, but Gunter has not been able to defeat the cleric.

Klaus has useful advice for the player characters. After you play the CD track, the heroes may want to talk to and question Klaus. Klaus's responses depend on what the characters say and do.

- **Why don't you come with us and help?** Klaus refuses. First, he is too weak. If the heroes suggest he heal himself, Klaus explains that doing this is against the rules of his temple. His spells are meant to help others. He will gladly cast any spells he can to help the heroes. Klaus has three *cure light wounds* spells, a *light* spell, *slow poison*, and *know alignment*. He also has a *stone of good luck*. He will give this to the heroes.
- **Why should we help you? This isn't our problem.** Klaus grows grim. He says, "You're fools! You cannot escape from Gunter's house." Because of their choice, Klaus will not use his spells to help the heroes.
- **Can we take the candle with us?** No. Once the candle is lit, it cannot be moved. Besides, that would leave Klaus open to attack and he doesn't like that.
- **Where's the crypt?** Klaus doesn't know. "Tombs are usually found underground."
- **Who was Erika?** He doesn't know more than he has said.
- **What is this heart?** If the heroes show Klaus the heart, he takes it and looks at it closely. Play track 51 on the CD.

51

Klaus says, "The heart must be important. Of course, of course! Now it makes sense! Gunter's servants must have miscast the spell, leaving him a ghost waiting for a body. That's why he wants one of us. Perhaps if his sorcerous crypt were found and destroyed, his ghost would be at rest, and we could depart this unholy place. You must do this, I am too weak. All I can offer is my few remaining healing spells. Do you need them?"

If the heroes kill Klaus, the ghost of Gunter appears and laughs evilly as he waves his hand in the direction of the door. In Gunter's voice, tell all the heroes, "You may go. I need you no longer." Read the following to the heroes who escape:

READ ALOUD: The path from the house disappears into the same strange mist you went through coming here. As you walk through it, the storm gradually ends, and then the mist fades. Soft moonlight fills the sky, but it is not soothing. In your hearts you know you have allowed a terrible evil to happen. Life will never be the same for you again.

For unjustly killing Klaus, an innocent man, and dooming him with Gunter, the heroes face certain punishments. The player character cleric can no longer cast spells or turn undead. For all heroes, including the cleric, healing spells, potions, and scrolls no longer work. The gods are very angry with the heroes.

Area 10. Erika's Bedroom

Before the heroes open the door to this room the first time, read the following aloud:

READ ALOUD: Suddenly the air grows freezing cold as a clock somewhere in the house begins to toll. Then sweeping down the hall comes the ghostly form of Gunter!

Now play track 52 on the CD. Be sure to stop the CD when the ghost attacks.

52

The ghost of Gunter appears and demands, "Last chance, foolish ones! Who lives? Who dies? Why don't you and the warrior turn the cleric over to me, hmmm?"

The ghost of Gunter Weiss descends on one of the heroes. Choose one hero randomly. Fight a normal combat. The ghost's attack does no damage, but paralyzes the hero unless a saving throw is successful. If the first hero is paralyzed, Gunter moves on to another hero. The ghost continues attacking for three rounds, after which it fades away with a wild burst of laughter.

The ghost of Gunter can be driven away earlier by a cleric who makes a successful turn undead roll. Treat the ghost as a wight. Finally, it also flees at this time if a cleric casts a *bless* or a *prayer* spell, or if it is struck by a magical weapon of +2 value or better.

You should not allow Gunter to paralyze all the heroes, because then they would all be doomed just because they had the bad luck to all fail their saving

The Ghost of Harrow Hill



throws. That's not much fun, right? If Gunter gets very lucky, then when only one hero is left unparalyzed, have Gunter fade away, laughing wildly, saying, "Soon you all will meet your doom!"

When the heroes open the door to this room, read the following out loud:

READ ALOUD: This bedroom once belonged to a lady of taste; the furnishings show a lady's touch. The room seems to have weathered better than the other parts of the house. There is a small writing desk along one wall, a bed, and a nightstand beside it. On the nightstand is a picture.

The picture on the table is haunted by Erika's spirit. When a hero touches it, it seems to come to life and the woman in the painting—Erika—begins to move and talk. Her spirit gives the heroes an important clue. When the heroes investigate the picture, play track 53 on the CD.

53 The ghost of Erika appears in the painting and says, "They say Gunter's dead, but I don't believe it. I can feel him. He is still with us. I must confess a terrible thing. I stole the silver heart from the hands of his corpse which lay in the crypt. I know not what it was for, only that it was vital to his dark plan. Oh, no! Somebody is coming!"



SEARCH: Fastened to the back of the picture is a small key made of brass. This will open the secret door in the cellar (Area 8.)

Area 11. Servant's Room

When the heroes are outside this room, tell the players:

READ ALOUD: You hear a loud thump from the other side of the door.

Then play track 54 on the CD. Be sure to stop the CD at the tone.

54 The heroes try to decide if they should open the door.

DECISION: Once again turn to your players and ask, "What will you do? Open the door or leave?"

- **Leave.** Nothing special happens.
- **Open the door.** Read the following out loud.

READ ALOUD: This was once the servants' quarters. Unfortunately, the servants are still here. The dark sorcery worked on them by Gunter has changed them into bloodthirsty ghouls!

Now play track 55 on the CD. The ghouls shamle forward to attack the heroes!

55 The ghouls turn to look at the heroes and say, "The master is not feeling well. Come back another day! How can we serve you? Would you like some tea?"

Ghouls (2): Intelligence: Low; Alignment: Chaotic evil; Armor Class: 6; Movement: 9; THACO: 19; No. of Attacks: 3; Damage: 1d3 (claw)/1d3 (claw)/1d6 (bite); Saving Throw: 17; Special Attacks: Paralyzation on any hit; Special Defenses: Immune to *sleep*, *hold*, *fear*, and *charm* spells; Size: Man-sized (5 feet tall); Experience Points: 175 each.

Hit Points: (1) 11 (2) 8

SEARCH: Lying on the floor in different corners are a *dagger +1* and a *potion of healing*. There is nothing else of interest in this room.

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Area 12. The Secret Crypt

IMPORTANT! *This area is not on the players' map! This is the secret room that Gunter built for his experiments. It is reached through the secret door from Area 8. The map of the room is shown here for your use. Do not tell the players about this room until their heroes find it.*

To get into the secret crypt, the heroes must use the brass key found in Area 10 on the hidden keyhole in Area 8, the thief must make a successful open locks roll, or the wizard must use a *knock* spell on the door. When the characters enter the crypt, play track 56 on the CD. Then read your players the description of the room.

56

The heroes watch as the secret door swings open, and then they enter the crypt as Gunter's ghost appears in the cellar. The ghost will not go into the crypt, but the heroes are trapped there.

READ ALOUD: The crypt is a long, narrow room with a plain dirt floor. A stone sarcophagus fills the center of the room. Bronze braziers rest in each corner, and the walls are covered with carvings of various magical symbols. Eight niches in the walls each contain a skeleton, shackled to the walls by rusted iron chains.

Gunter's ghost hovers at the doorway to the crypt, blocking the way to retreat. Make it clear to your players that they cannot leave without facing the ghost.

What happens next depends on whether or not the heroes have the silver heart from Area 2.

- **The players have the heart.** Play track 57 on the CD.

57

Gunter is angry at the characters for not surrendering to him. He snarls, "Curse you, cleric! Only you could have known that your vow of loyalty would protect you from me! But nothing will spare you from my servants! Rise, my servants, attack and kill!"

"Take the silver heart. Do not let them get near my sarcophagus!"

- **The players don't have the heart.** Play track 58 on the CD.

58

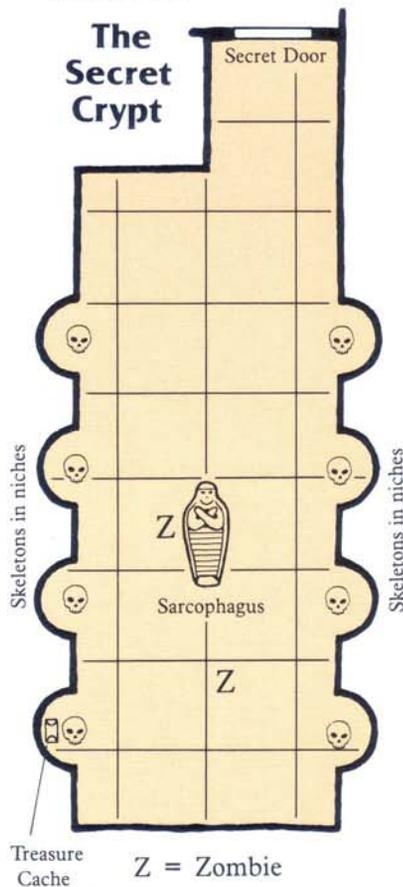
Gunter is furious with the characters for disturbing his grave. He says, "How dare you violate my grave! You shall not leave my final resting place, fools! Rise, my servants! Slay the intruders!"

A zombie answers, "We hear and obey, master!"

Either way, the next thing that happens is two zombies claw out of the dirt floor at Gunter's command. It takes the zombies one round to dig their way free. After this round they can attack the heroes. These zombies are faster and smarter than normal zombies due to the magical methods Gunter used to create his special guardians. They do not act last in a round. Roll normally for initiative. The places where the zombies come out of the floor are marked with the letter "Z."

Area 12

The Secret Crypt



The Ghost of Harrow Hill



Zombies (2): Intelligence: Low; Alignment: Neutral; Armor Class: 8; Movement: 6; THACO: 19; No. of Attacks: 1; Damage: 1d8 (fist); Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Man-sized (6 feet tall); Experience Points: 120 each.

Hit Points: (1) 15 (2) 11

Even if the heroes defeat the zombies, they still have to find a way to destroy Gunter. This can only be done with the silver heart. If the characters do not have the silver heart, they can't leave the crypt now and go get it. Go to the Failure! section on the next page.

If the heroes have the silver heart, roll some dice—any type, since it does not matter what you roll. Then say, "You notice there's a strange niche on the top of the sarcophagus. It looks kind of heart-shaped." If any hero places the heart in this niche, play track 59 on the CD.

59

Gunter's ghost begins to disappear. "What have you done? It's been too long, too long! Stop! I beg you!" Then the sarcophagus begins to open, and Gunter as a ju-ju zombie says, "Ohhh! Look what you've done to me! Worms eat my flesh. Maggots eat my veins. This magic was meant to be worked a hundred years ago, not like this—not now! I am old! You'll die for this!"

When the track is done, read the following to your players:

READ ALOUD: Suddenly the lid of the sarcophagus trembles and then flings open with a mighty crash. A horrible figure rises out of the tomb and lunges straight toward you!

The magic that was to restore Gunter's youth has drawn the ghost back to its rotting body. It has returned as a ju-ju zombie! Ju-ju zombies are smart, fast, and *tough*. Remember that a ju-ju zombie can only be hurt by magical weapons. Flaming oil is effective against a ju-ju-zombie, too.

Because of the nature of the spell originally cast on it by Gunter in life, Gunter's ju-ju zombie body is also vulnerable to the spell *bless*. If this is used against Gunter, his body is instantly destroyed, and his ghost is dispelled forever. Gunter cannot be turned while he is in the secret crypt.

Ju-Ju Zombie, Gunter (1): Intelligence: Low; Alignment: Neutral evil; Armor Class: 6; Movement: 9; THACO: 15; No. of Attacks: 1; Damage: 1d10+2; Saving Throw: 14; Special Attacks: None; Special Defenses: Hurt by only +1 or better magical items; immune to *sleep*, *charm*, *hold*, *fear*, and *magic missile* spells, and cold, electricity, poison, and paralyzation; Size: Man-sized (6 feet tall); Experience Points: 975.

Hit Points: 24

SEARCH: Hidden behind the skeleton in the last skeleton niche on the right as a person would enter the room is a small cache of treasure, including 355 gold pieces, 575 silver pieces, a *long sword* +2, a *mace* +1, a *potion of speed*, a *ring of invisibility*, and three *potions of healing*.

Escape

If the heroes defeat Gunter the ju-ju zombie, his ghost is dispelled, and the heroes are free to leave the mansion. The magical forces that prevented them from escaping vanish. With the dawn the storm ends, and the road is clear to return to town.

Failure!

It is possible for the heroes to fail in this adventure. If they do, they pay with their lives. If the heroes search the entire house, cannot find the secret room, and have no hope of finding it, they have failed. Or, if they find the secret room but do not bring the silver heart into it with them, they have failed. If this happens, the midnight deadline is reached. Play track 60 on the CD. This is the sound of their doom!

60

Gunter appears to the heroes, and says, "You've failed, mortals! Your pathetic struggles have amused me, but for now I'll claim one of you for myself. None of you shall see the morning in my house!"

At the tolling of the clock, Gunter appears in front of the heroes and attacks. (He may already be there if the heroes are in the crypt with the silver heart. If so, he just waits to attack until midnight.) The characters have no chance of defeating Gunter. At best they can run away. Even if they run away, Gunter reappears in two rounds, no matter where they are in the house.

Gunter can be driven away for 10 rounds if the cleric

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makes a successful turn undead roll vs. wight. This gives them only a brief rest from him. If the characters are in the secret crypt, the ghost of Gunter cannot be turned by the cleric. He is too strong there.

Gunter (Ghost): Intelligence: Highly; Alignment: Lawful evil; Armor Class: 0; Movement: 9; THACO: 11; No. of Attacks: 1; Damage: 1d4; Saving Throw: 11; Special Attacks: *Cause fear* as the cleric spell when desired instead of attack; Special Defenses: Hurt only by silver or magical weapons; immune to spells; Size: Man-sized (5½ feet tall); Experience Points: 5,000.

Hit Points: 52

Gunter can only be hit by silver or magical weapons and cannot be harmed by any spells. The heroes have no real chance of defeating Gunter.

Wrapping It Up

IMPORTANT! *If all the heroes escape the house, be sure to compliment them on a job well done. This was a hard adventure!* Total up the

experience points for the monsters the characters defeated and award these to the player characters.

Have the players add their new experience to their old totals. Check to see if any heroes have gone up a level. If any have, tell their players to roll for more hit points. Be sure they use the right die for their character type.

Finally, make notes for yourself, like you did before, about the magical items the heroes found. Again, don't tell them what they are. They have to take the treasures to the wizard for identification.

With that all done, you're ready to prepare for the next adventure session—under Mount Dread!



Under Mount Dread



Congratulations—you've been the Dungeon Master for two adventures now! Sure, maybe you've made mistakes, but don't worry. Everybody makes some mistakes. The good thing is that you can make mistakes and still have fun—and you can learn from them. So don't worry, and have a good time.

This adventure is used after you've finished the first two—"The Tomb of Damara" and "The Ghost of Harrow Hill." *It's important to play those first, since this adventure gives you more to do as the Dungeon Master.* In those first two adventures, you've learned the basics of role-playing and how to be a good DM. Now it's time to try something a little more ambitious—it's time for you to go it alone.

There are a number of things here that are different from the first two adventures. The first difference is that this adventure doesn't use the CD. That means you'll get to play all the parts of all the people the players' characters run into. You will have to invent voices and decide exactly what to say.

It also means your players will get to act the parts of their heroes entirely on their own. That means more than just deciding what their characters will say. Up to now, the players have gotten hints about what they should do from what the heroes on the CD did. Now the players will have to think of what to do and make their decisions all on their own.

The second thing that's different is the notes, icons, and dialogue are not there. Also, there is no big map for you to place in front of the players. They will have to make their own map on a piece of paper as they go along. The areas in this adventure don't have as much detail or instructions, either. You and your players don't need the hand-holding anymore.

Another big change in this adventure is that it doesn't have a specific goal for the heroes. In "The Tomb of Damara" the heroes had to recover the *orb*. In "The Ghost of Harrow Hill," they had to find the way to escape. As soon as the heroes did these things, these adventures were over. There wasn't much reason to go back to the castle or the old house.

Under Mount Dread



"Under Mount Dread" doesn't have a single person or special thing for the heroes to find or do. "Under Mount Dread" is a *dungeon*—an old ruin where monsters dwell. Dungeons and other ruins are traditional places of adventure in the AD&D game. They are places for the heroes to explore, recovering many of the treasures lost within. Unlike the other adventures, "Under Mount Dread" never really has to end.

The Background

"Under Mount Dread" may not have a specific goal, but it still has a story. Every adventure should have some background to explain how things came to be. This helps the Dungeon Master make choices about what is happening there now.

Centuries ago the evil sorcerer Azazabus built a home for himself under Mount Dread. All kinds of evil monsters came to help Azazabus. He paid some well, and for others there were other—evil—rewards for helping him. For years his monsters raided the farms nearby while the wizard worked on terrible experiments in his underground laboratory.

When the sorcerer finally disappeared, the monsters stayed and made the place their own. The dungeon is a good place for them to live and is easy to defend. Monsters have lived there now for over a hundred years.

Recently, the Watch Guards have learned that there are monsters showing up more and more often south of Freedale, near Azazabus's dungeon. These monsters have been slowly making their way north in search of food and could soon threaten Freedale itself. Since the Watch Guard is needed to protect the town in case the monsters show up, heroes are needed to investigate the dungeon and get rid of the monsters. This leads the players to Mount Dread.

The heroes probably don't know all the history of Azazabus's dungeon. In fact, they may know very little about the place. All they have heard is that there are monsters coming out of it. The local farmers can tell them how to find an entrance to the dungeon. Of course, the farmers think the heroes are either very brave—or very foolish.

Playing the Adventure

This is a long adventure. The characters are not going to be able to go in and defeat all the monsters on their first try. Instead they should plan to go in, kill a few monsters, and then come out before they are too badly hurt to escape. Once outside, they should go back to town where they can heal and memorize new spells. Later, they can go back in and kill some more monsters. It will take several trips for

them to completely empty the dungeon—if they ever do!

That is because this dungeon has more than one level dug underground. The topmost level is less difficult to adventure in, and is a good place for 3rd- to 4th-level characters to explore. The next level down is quite dangerous. It is more suitable for 4th- to 5th-level characters. Each layer below the second increases in danger as the heroes rise to greater levels. (We supply only the first two levels here.) Staircases, pits, and old mine shafts link the layers of the dungeon. Of course, the heroes don't have to adventure in them all.

Setting Up

Before beginning the adventure, the Dungeon Master needs to examine the Mount Dread DM's Map carefully. One of the first things that you are going to do is add some things to the map, just the way you want to. First, you need to choose three doors that are locked and then place three secret doors so that the characters can get into all of the rooms. It is all right for a secret door to go through a lot of stone and dirt. Just write an "L" for locked doors and an "S" for secret doors in pencil in the appropriate places on the map in this book.

Monster Summaries: Each room description has all the numbers you will need for each monster. What's missing from these descriptions are many of the instructions that were in the previous adventures. There are descriptions for what the monsters will do in general, but you will have decide exactly what they say and how they say it. Most of the choices for the heroes are not given, either. Your job as Dungeon Master is to listen to what the players want their heroes to do and then judge what will happen. Of course, you use the rules whenever these apply, but many times you will have to make your own decisions.

Level One Dungeon

This level of the dungeon is meant for 3rd- to 4th-level characters. If the characters clean out every room, getting rid of all the monsters, they will probably get enough experience points to advance a level. Since there isn't a story or plot to go with "Under Mount Dread," there isn't an experience-point bonus for completing the adventure.

The square labeled "Entrance" on the map is where the characters begin. From the outside, it is just a cave.

Area 1. The Low Room

There are five bugbears in this room. They have captured a gnome and are arguing over what to do with

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him. The gnome is tied up and sitting in a corner. The bugbears attack the characters right away.

The room is made of large, flat stones. The ceiling here is low, about 7½ feet high. The bugbear's heads are just short of it, making them seem bigger and meaner than normal.

The gnome is named Tinker. He was looking for a special silver spring. He needs it for his secret project. He won't tell the characters what that project is, because, after all, it's a secret.

If the characters rescue Tinker and let him go, they each get an extra 100 experience points for doing a good deed. He won't go with them into the dungeon. He has his spring (it's in his pocket) and just wants to get home.

Bugbears (5): Intelligence: Low; Alignment: Chaotic evil; Armor Class: 5; Movement: 9; THACO: 17; No. of Attacks: 1; Damage: 1d8 (battle axe); Saving Throw: 16; Special Attacks: None; Special Defenses: None; Size: Large (7 feet tall); Experience Points: 120 each.

Hit Points: (1) 18 (2) 10 (3) 19
(4) 12 (5) 23

Treasure: 150 copper pieces and 50 silver pieces in the pockets of the bugbears.

Tinker the Gnome: Intelligence: Very; Alignment: Neutral good; Armor Class: 7 (leather armor); Movement: 6; THACO: 20; No. of Attacks: 1; Damage: By weapon (he currently is unarmed); Saving Throw: 14; Special Attacks: None; Special Defenses: Saving throw bonus; Size: Small (3 feet tall); Experience Points: None (the heroes get no experience for killing Tinker).

Hit Points: 5 (normally 8)

Area 2. The Prison

There are four skeletons hanging from iron chains on the walls, and a dead body on the floor. When all the characters get into the room, the door magically slams shut behind them. The skeletons rip their chains free from the walls and attack the characters. The body on the



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floor rises and stomps toward them as well. The door is not locked, only shut.

If a cleric tries to turn the skeletons before they attack, nothing happens. They can be turned normally only after they attack. If a character attacks the skeletons before they rip their chains out, the door shuts, and the rest of the skeletons attack. This might trap a character outside the room.

The room is an old prison. It has chains and shackles on the walls and floors. The room is very dusty, and cobwebs cover the corners and the skeletons (before they attack). In one corner is a small, locked chest.

Skeletons (4): Intelligence: Non-; Alignment: Neutral; Armor Class: 7; Movement: 12; THACO: 19; No. of Attacks: 1; Damage: 1d6; Saving Throw: 17; Special Attacks: None; Special Defenses: Immune to *sleep*, *charm*, *hold*, and *fear* spells, and cold damage; edged and piercing weapons do only half damage to skeletons; Size: Man-sized (6 feet tall); Experience Points: 65 each.

Hit Points: (1) 3 (2) 5
(3) 2 (4) 3

Treasure: 200 gold pieces in the small locked chest in the corner.

Ju-ju zombie (1): Intelligence: Low; Alignment: Neutral evil; Armor Class: 6; Movement: 9; THACO: 15; No. of Attacks: 1; Damage: 1d10+2 (fist); Saving Throw: 14; Special Attacks: None; Special Defenses: Immune to *sleep*, *charm*, *hold*, and *fear* spells, and cold damage; Size: Man-sized (6 feet tall); Experience Points: 975.

Hit Points: (1) 24

Area 3. The Water Cave

There are two carrion crawlers in this room, hanging from the ceiling. The carrion crawlers have been digging in this cave to make it bigger. Since this is their home, they attack the characters right away to drive them off. Unless the characters say they are watching out for attacks from above, the carrion crawlers automatically get surprise by dropping down from the ceiling.

The cave has an inch or two of water

on the floor. Water is dripping down from the ceiling in several places.

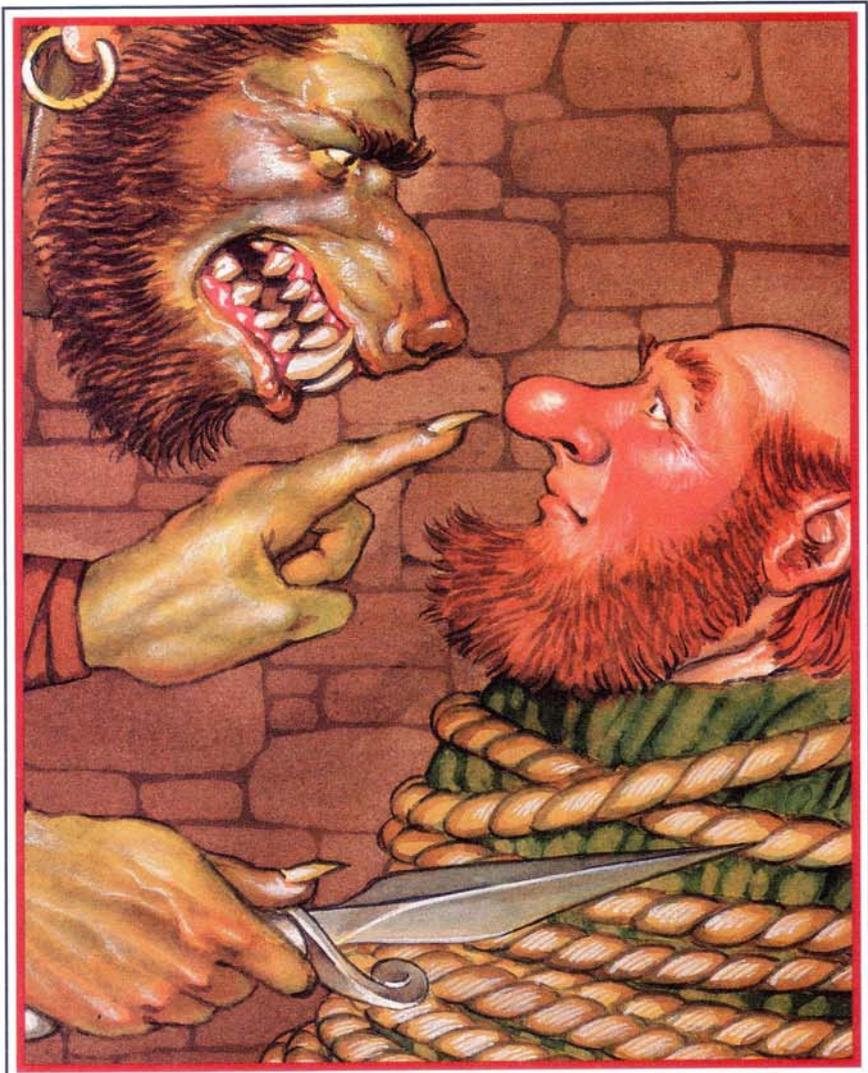
Carrion Crawlers (2): Intelligence: Non-; Alignment: Neutral; Armor Class: 3; Movement: 9; THACO: 17; No. of Attacks: 8; Damage: special or 1d2; Saving Throw: 16; Special Attacks: paralyzation; Special Defenses: None; Size: Large (9 feet long); Experience Points: 420 each.

Hit Points: (1) 12 (2) 21

Treasure: 1,000 copper pieces, 700 gold pieces.

Area 4. The Dirt Room

There is a giant trap door spider in this room. When a character steps next to the trap door, the spider will leap out and attack him.



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The room has stone walls and a stone ceiling, but an uneven dirt floor. The giant trap door spider has his hidden lair in the corner by the tower. It is about the size of one grid square. It looks just like a part of the floor. The characters can find or spot the trap door if one of them looks for secret doors and makes his roll.

Giant Trap Door Spider (1): Low; Alignment: Chaotic evil; Armor Class: 4; Movement: 15, jump 30; THACO: 15; No. of Attacks: 1; Damage: 1d8 + poison; Saving Throw: 14; Special Attacks: poison; Special Defenses: None; Size: Large (12-foot body); Experience Points: 975.

Hit Points: 21

Treasure: 5,000 copper pieces and five gems worth 310 gold pieces total are hidden in the bottom of its pit. The gems are one agate (worth 10 gold pieces), two pieces of quartz (worth 50 gold pieces each), and two garnets (worth 100 gold pieces each).

Area 5. The War Room

There are six orcs in this room. They are armed with battle axes and short bows. The orc captain has a magical *battle axe +1*. One of the orcs is standing guard by the door. The other three are listening to the captain. He is telling them his plan for raiding the dragon's horde.

The room has stone walls, and a stone ceiling and floor. Old and unsafe-looking wooden beds, tables, and chairs are the only furniture. In one corner is a wooden chest.

Orcs (5): Intelligence: Average; Alignment: Lawful evil; Armor Class: 7 (leather armor and shield); Movement: 9; THACO: 19; No. of Attacks: 1; Damage: 1d8 (battle axe), 1d6 (arrows); Saving Throw: 19; Special Attacks: None; Special Defenses: None; Size: Man-sized (6 feet tall); Experience Points: 15 each.

Hit Points: (1) 2 (2) 5 (3) 3
(4) 7 (5) 6

Orc Captain (1): Intelligence: Average; Alignment: Lawful evil; Armor Class: 6 (leather armor and shield); Movement: 12; THACO: 18; No. of Attacks: 1; Damage: 1d8+1 (*battle axe +1*); Saving Throw: 19; Special Attacks: None; Special Defenses: None; Size: Man-sized (6 feet tall); Experience Points: 35.

Hit Points: 8

Treasure: The orc captain has a *battle axe +1*. The locked and trapped chest contains 6,000 copper coins. Anyone opening the chest without removing the trap

gets acid squirted on them. It does 1d4+1 points of damage.

Area 6. The Tower

A 4th-level wizard named Kordak and his two zombie slaves have set up a temporary place to sleep and study in this room. The zombies are lying under the bed. The room stinks of rotting flesh.

The wizard is trying to set up a secret headquarters in Azazabus's old home. He first tries to trick the characters into helping him. He wants the orcs in Area 5 chased away. Once the heroes do that, he attacks them when they are unprepared. If they refuse, Kordak attacks the characters right away. When he attacks, the two zombies throw the bed away and join the battle. Kordak first casts *stinking cloud* on the characters. The cloud doesn't hurt the zombies. Kordak then casts his *charm person* spell on either the cleric or wizard character.

This small room is made of stone. There is a small bed and a tiny table here. There are holes cut into the wall that were once used like a ladder to go to an upstairs room. A huge boulder blocks the hole in the ceiling. If it is moved, a pile of rubble falls on anyone below the hole, doing 1d6 points of damage.

Kordak (4th-level Human Wizard): Intelligence: Exceptional; Alignment: Neutral evil; Armor Class: 9; Movement: 12; THACO: 19; No. of Attacks: 1; Damage: 1d4 (dagger); Saving Throw: 12; Special Attacks: Spells—*charm person, magic missile, shield, invisibility, stinking cloud*; Special Defenses: None; Size: Man-sized (6 feet tall); Experience Points: 420.

Hit Points: 11

Treasure: An *ioun stone* (+1 AC bonus) and 1,500 silver pieces are in a sack under the table. A small poisonous snake is also in the sack. It is Kordak's pet. It takes a find traps roll to discover the snake, or a character can notice it if she or he prods the sack before opening it. Otherwise, the first character to reach a hand in is bitten. The bite is automatic—don't make an attack roll.

Zombies (2): Intelligence: Non-; Alignment: Neutral; Armor Class: 8; Movement: 6; THACO: 19; No. of Attacks: 1; Damage: 1d8 (fist); Saving Throw: 17; Special Attacks: None; Special Defenses: always lose initiative; Size: Man-sized (6 feet tall); Experience Points: 975.

Hit Points: (1) 9 (2) 7

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Small Poisonous Snake (1): Intelligence: Animal; Alignment: Neutral; Armor Class: 6; Movement: 15; THACO: 19; No. of Attacks: 1; Damage: 1+poison; Saving Throw: 17; Special Attacks: Poison; Special Defenses: None; Size: Small (2 feet long); Experience Points: 175.
Hit Points: 1

Area 7. The Great Hall

A black bear has set up its home in the great hall. If the characters don't threaten it or attack it, and don't go past the pillars, it won't attack them. Tucked away in the round alcove at the end of the columns is the body of a lizard man. A sack lies next to him, with a few gold coins scattered around it.

The room is made of stone. There are broken bits of wood everywhere that used to be furniture.

Black Bear (1): Intelligence: Semi-; Alignment: Neutral; Armor Class: 7; Movement: 12; THACO: 17; No. of Attacks: 3; Damage: 1d3 (paw)/1d3 (paw)/1d6 (bite); Saving Throw: 16; Special Attacks: Hug for 2d4 points extra damage when paw hits with an 18 or higher; Special Defenses: None; Size: Man-sized (6 feet tall); Experience Points: 175.
Hit Points: 17
Treasure: 250 gold pieces in the sack.

Area 8. The Side Room

This room doesn't have any monsters in it. On the back wall is a small stone ledge. On the ledge is a golden statue. The statue is trapped. Anyone lifting the statue triggers a dart trap. Dozens of darts come shooting out of the walls, hitting everyone in the room. Each person is attacked by three darts. Make attack rolls for each dart. A dart does 1d4 points of damage.



Under Mount Dread



The room is made of stone. The stones are covered with moss and glowing slime.

Darts (3 per character): THACO: 15; Damage: 1d4 points.
Treasure: Golden statue worth 500 gold pieces.

Area 9. The Snake Chamber

This room has five giant snakes sleeping in its shadows. The snakes do not wake up or notice the characters unless they come within ten feet of the doorway. Once the snakes have spotted the characters, they move in for the kill.

The walls of this round room are painted with colorful pictures of mighty wizards casting spells at each other. Strange, magical beasts are shown hiding behind trees and rocks.

Giant Poisonous Snakes (5): Intelligence: Animal; Alignment: Neutral; Armor Class: 5; Movement: 15; THACO: 17; No. of Attacks: 1; Damage: 1d3+poison; Saving Throw: 16; Special Attacks: Poison; Special Defenses: None; Size: Man-sized (12 feet long); Experience Points: 420 each.

Hit Points: (1) 18 (2) 20 (3) 22
(4) 21 (5) 15

Treasure: None.

Area 10. The Stalactite Cave

There are three piercers in this cave, clinging to the ceiling. They are hidden among the stalactites and are hard to see. The characters can only find them by poking every stalactite with a spear or by walking underneath one. The piercers drop down on the characters while they are exploring the room.

This cave has all kinds of stalactites and stalagmites in it. There are enough of them that anyone using a weapon longer than a short sword gets a -2 penalty to all attack and damage rolls because it is both difficult to avoid the rock formations and impossible to get a forceful-enough swing in while avoiding them.

Piercers (3): Intelligence: Non-; Alignment: Neutral; Armor Class: 3; Movement: 1; THACO: 19; No. of Attacks: 1; Damage: 1d6; Saving Throw: 17; Special Attacks: Characters have a -7 penalty to their surprise rolls against a piercer attack; Special Defenses: None; Size: Tiny (2 feet tall); Experience Points: 35 each.

Hit Points: (1) 5 (2) 6 (3) 1

Treasure: None.

Area 11. The Smithy

There are 10 gnomes in here. Five of them are armed and look fairly tough. The other five are working on a strange device made of steel. These gnomes do not want to fight. They gladly talk to anyone who does not immediately attack. The five armed gnomes fight if attacked, but will not leave the room.

The gnomes are here to make a magical catapult for their king. They need a special moss that grows only in Azazabus's dungeon to make part of the catapult. As soon as they finish this piece, they are leaving.

The moss can be found in Area 8, growing on the stone walls, floor, and ceiling. If the characters bring some of the moss to the gnomes, they will give the characters a *long sword* +1 for it.

Gnomes (5): Intelligence: Very; Alignment: Neutral good; Armor Class: 7 (leather armor); Movement: 6; THACO: 19; No. of Attacks: 1; Damage: 1d6 (short swords); Saving Throw: 14; Special Attacks: None; Special Defenses: Saving throw bonus; Size: Small (3 feet tall); Experience Points: None (the heroes get no experience for killing these gnomes).

Hit Points: (1) 9 (2) 11 (3) 5
(4) 7 (5) 10

Treasure: magical *long sword* +1 which they offer as a reward for the moss.

Area 12. The Bat Cave

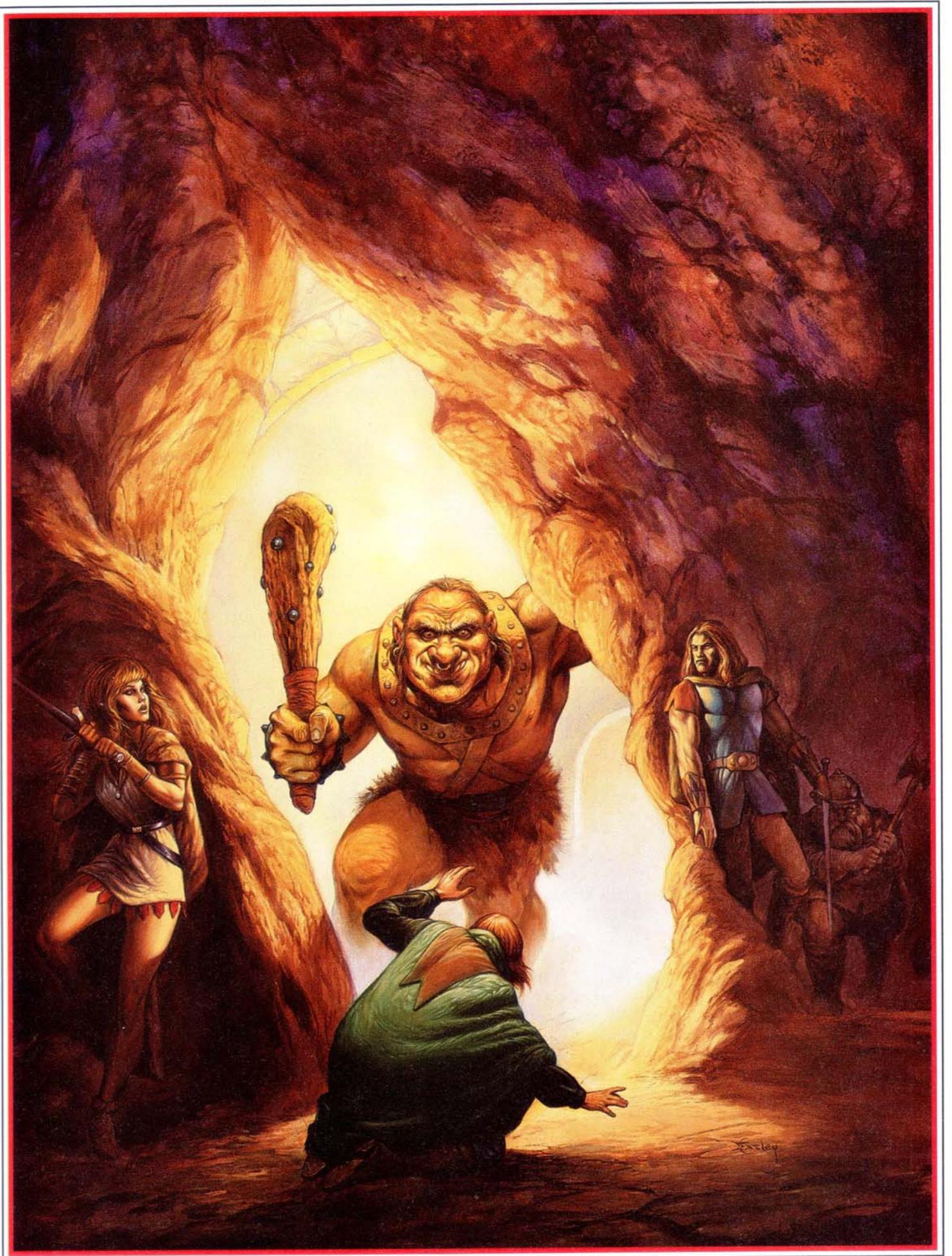
There are hundreds of normal-sized, harmless bats in this cave. The cave also harbors a gray ooze. The gray ooze attacks the characters only if they explore the back of the cave, where it is hiding. Remember, the ooze looks just like wet rock on the floor of the cave.

When a character first pokes his or her head into the cave, the hundreds of normal bats panic. They drop from the ceiling and start flying around. This makes it very hard for the characters to see what is going on.

Gray Ooze (1): Intelligence: Animal; Alignment: Neutral; Armor Class: 8; Movement: 1; THACO: 17; No. of Attacks: 1; Damage: 2d8; Saving Throw: 16; Special Attacks: eats metal; Special Defenses: immune to fire, cold, and spells; Size: large (8 feet wide); Experience Points: 270.

Hit Points: (1) 23

Treasure: None.



Level Two Dungeon

This level of the dungeon is meant for 4th- to 5th-level characters. As DM you should discourage characters of lower levels from wandering down to this level. Warn the players that their characters might easily run into more than they can handle. If they insist on taking the chance, don't stop them. The players can risk their heroes however they want.

Where's the Map?

The first level of "Under Mount Dread" has a DM's map. Don't worry when you can't find a map for the second level of "Under Mount Dread." This is the next step you've got to take as a Dungeon Master—creating your own map. To get you started, there is a nearly blank map on the back cover of this book. It shows the stairs down from the first level. A passage starts in the square marked, "To 2nd Level." It connects to the passage on the level one map marked "Down to 2nd Level". At the bottom of the map page are symbols that may be helpful in making your map.

Draw in as many rooms as you want. When you make your map, remember that there are already descriptions for some of the rooms on the second level of the dungeon. You want the rooms on your map to match them. You can add as many other rooms with monsters and treasure as you want. For easier planning, here are some rooms on this level:

Fortified room (with pit and barricade)	Library
Paper room (paper walled wasp's nest)	Pit room (pit fills room)
Burnt room (a trap)	Old mine shaft
Furnace (a cave)	

As you draw your map, remember to add doors. Make about half of them locked doors—perhaps the weaker monsters lock the doors between themselves and stronger creatures. Add two or three secret doors, so the characters have something to look for. Finally, choose two doors to be trapped. Two traps are described here:

Trap 1. This trap is an axe blade that swings out from the bottom of the door. Any character standing right in front of the door gets hit. The character takes 2d4 points of damage and can only move at half speed until she or he is healed. This trap might guard the entrance to the crypt.

Trap 2. This trap is a stone block that drops from the ceiling right in front of the door as soon as somebody steps up to the door. It does 1d6 points of damage. This kind of trap might be found in a part of the dungeon where the walls are weak.

Area 1. The Fortified Room

Six gnolls live in this room. One of them has a pet worg (see the wolf description on page 24 in the *Introduction to the MONSTROUS MANUAL*). They have built the room into a small fortress to protect themselves. There is a low wall of furniture placed across the room, which gives the gnolls armor class 2 while they are behind it. A platform has been built over the door, ten feet off the floor.

Level Two Dungeon



Two gnolls sit on the platform. They shoot arrows at the characters, probably with surprise.

There is a pit trap just inside the doorway. The first person to charge into the room falls 20 feet into the pit and suffers 2d6 points of damage. The archers can shoot arrows into the pit. The rest of the gnolls are at the back of the room, hiding behind their rough wall of furniture.

Gnolls (6): Intelligence: Low; Alignment: Chaotic evil; Armor Class: 5 (chain mail); Movement: 9; THACO: 19; No. of Attacks: 1; Damage: 1d6 (arrows), 1d8 (battle axes); Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Large (7½ feet tall); Experience Points: 35 each.

Hit Points: (1) 10 (2) 7 (3) 2
(4) 9 (5) 11 (6) 13

Worg Wolf (1): Intelligence: Low; Alignment: Neutral evil; Armor Class: 6; Movement: 18; THACO: 17; No. of Attacks: 1; Damage: 2d4; Saving Throw: 17; Special Attacks: None; Special Defenses: None; Size: Man-sized (5 feet tall); Experience Points: 120.

Hit Points: 14

Treasure: The gnolls have 3,000 silver pieces, a *shield +1*, and a wizard scroll with *detect invisibility* and *hold person* spells on it. They have placed their treasure beneath a hidden trap door in the floor. The characters find the trap door automatically if they search for secret doors.

Area 2. The Library

There is a lammasu in this room. It is sitting on the floor reading an old, fragile book. It does not attack the characters unless it is attacked. When the characters open the door, it says "Visitors! What can I do for you?"

The lammasu is quite friendly, and the heroes can chat with it. It is in search of some rare books and hoped to find them in Azazabus's library. When it is done with its search, it will leave.

The room is a small, ancient library. Most of the books are completely rotted and useless. The few that are intact are worth something to the wizard back in the town. Of course, the lammasu won't let the heroes take any that it hasn't looked through yet.

Lammasu (1): Intelligence: Genius; Alignment: Lawful good; Armor Class: 5; Movement: 12, Fly 24; THACO: 12; No. of Attacks: 2; Damage: 1d6 (paw)/1d6 (paw); Saving Throw: 13; Special Attacks: Spells—*cure light wounds* x3, *detect magic*, *find traps*, *hold person*, *slow poison*, *cure disease*, *remove curse*; Special Defenses: Any magical spell cast on a lammasu has a 30% chance of failing;

Size: Large (4½ feet at shoulder); Experience Points: None (the heroes get no experience for killing the lammasu).

Hit Points: 45

Treasure: The library holds four undamaged rare books worth 150 gold pieces each.

Area 3. The Paper Room

Three giant wasps have built a nest here. Although the room is relatively large, it has been turned into a maze of tunnels by the wasps. The walls of these tunnels are made of thick, gray paper. Any character can break through the stuff, but it takes one whole round to make the hole. The wasps will attack immediately.

Giant wasps (3): Intelligence: Non-; Alignment: Neutral; Armor Class: 4; Movement: 6, fly 21; THACO: 17; No. of Attacks: 2; Damage: 2d4 (bite), 1d4 (stinger with poison); Saving Throw: 16; Special Attacks: poison; Special Defenses: None; Size: Man-sized (5 feet tall); Experience Points: 420 each.

Hit Points: (1) 22 (2) 20 (3) 19

Treasure: The wasps have 12 gold pieces scattered on the floor all through their nest. There are 7 gems stuck in the paper walls at the back of their nest.

Area 4. The Pit

This whole room is a 30-foot-deep pit. It can be as wide across as you want. Trapped at the bottom of the pit is a duergar dwarf named Axerock. If one of the heroes is a dwarf character, he knows right away that this is an evil duergar, not a normal dwarf. Otherwise, just tell the players that their characters see a dwarf down in the pit.

Most duergar are 1st or 3rd level. Axerock is a more powerful 5th-level cleric. Axerock tries to persuade the characters to rescue him. He says he has four gems with him (a lie, the drow elves have them) and will give them to the characters if they get him out of the pit. Once out of the pit, he turns invisible and runs away. If Axerock gets away, he shows up again in Area 7 with the drow elves.

The characters don't get any experience points if they kill the dwarf while he is helpless in the bottom of the pit.

Axerock (5th-level Duergar Dwarf Cleric): Intelligence: Average; Alignment: Lawful evil; Armor Class: 4 (chain mail); Movement: 6; THACO: 19 (17 with *hand axe* +2); No. of Attacks: 1; Damage: 1d6+2; Saving Throw: 11; Special Attacks: *Enlarge*, *invisibility*; Spells *protection from good*, *cause fear* x2, *hold person*, *produce flame*, *silence 15' radius*, and *dispel magic*; Special Defenses: Saving

Level Two Dungeon



throw bonus; Size: Small (4 feet tall); Experience Points: 975.

Hit Points: 19

Treasure: Hand axe +2, which he uses in combat.

Area 5. The Burnt Room

Three ghouls lurk in this room. As soon as the characters enter the room, the ghouls turn and shout "fresh meat!" Of course they attack right away.

This room is completely burnt, as if a large fire blazed in the room for a long time.

Ghouls (4): Intelligence: Low; Alignment: Chaotic evil; Armor Class: 6; Movement: 9; THACO: 19; No. of Attacks: 3; Damage: 1d3/1d3 (claws), 1d6 (bite); Saving Throw: 17; Special Attacks: Paralyzation for 1d6+2 rounds; Special Defenses: immune to *fear*, *hold*, *charm*, and *sleep* spells, and to poison and paralyzation; Size: man-sized (5 feet tall); Experience Points: 175 each.

Hit Points: (1) 11 (2) 10 (3) 13 (4) 9

Treasure: 3,000 silver pieces and a *potion of speed* in a locked chest.

Area 6. The Mine Shaft

This room was once the bottom of a mine shaft, before the upper level of the mine caved in. The shaft goes up 50 feet before it hits a ceiling. There is no door or hole in the stone ceiling. Two drow elves are kneeling in this room next to a blue silk cloth that has four gems on it. The drow elves are the ones that put the duergar dwarf in Area 4 into the pit. Now they are dividing up his treasure.

The drow elves attack the heroes right away. They try to levitate up and shoot their poison darts at the characters.

There is a chance that Axerock, the duergar dwarf from Area 4, is invisible and in this room—if the heroes freed him from the pit. He waits until the fight between the characters and the drow elves is over. Axerock attacks whoever is left. He wants his four gems back.

If the drow elves beat the characters by putting them all to sleep, the characters wake up and find the elves dead. The gems and any treasure that the characters had is gone. Axerock has also left the characters a note calling them suckers and thanking them for getting the gems back for him. In some future adventure the characters should have a chance to find Axerock and get their revenge.

Drow Elves (2): Intelligence: Highly; Alignment: Lawful evil; Armor Class: 4 (chain mail); Movement: 12; THACO: 16; No. of Attacks: 1; Damage: 1d6+1 (sword) or 1d3

(dart with sleep poison); Saving Throw: 16; Special Attacks: Poison on darts (no damage, fall unconscious for 2d4 hours if saving throw is failed); *darkness*, 15' radius; Special Defenses: *Levitate* and *detect magic*; any magical spell cast on a drow elf has a 50% chance of failing; Size: Man-sized (5 feet tall); Experience Points: 420 each.

Hit Points: (1) 19 (2) 15

Treasure: The drow have four gems: a topaz (worth 500 gold pieces), two agates (worth 10 gold pieces each), and a garnet (worth 100 gold pieces). They are laid out on a silk cloth in the center of the floor.

Area 7. The Furnace

The door to this cave has the words "Beware the wrym!" scrawled on it in black soot. If you decide to make the entrance a secret door, those words are written on the wall next to it.

In the cave is a hatchling red dragon. Pieces of its huge egg shell are scattered on the floor. It attacks anyone that comes in. The first attack it makes is to breathe fire on the heroes.

Hatchling Red Dragon (1): Intelligence: Exceptional; Alignment: Chaotic evil; Armor Class: 0; Movement: 9, Fly 30; THACO: 11; No. of Attacks: 3 or breathe fire; Damage: 1d10+1 (claw)/1d10+1 (claw)/3d10+1 (bite); Saving Throw: 13; Special Attacks: Breathe fire for 2d10+1 in a cone 90 feet long and 30 feet wide once every 3 rounds; Special Defenses: Immune to fire; Size: Huge (8-foot-long body, 9-foot-long tail); Experience Points: 7,000.

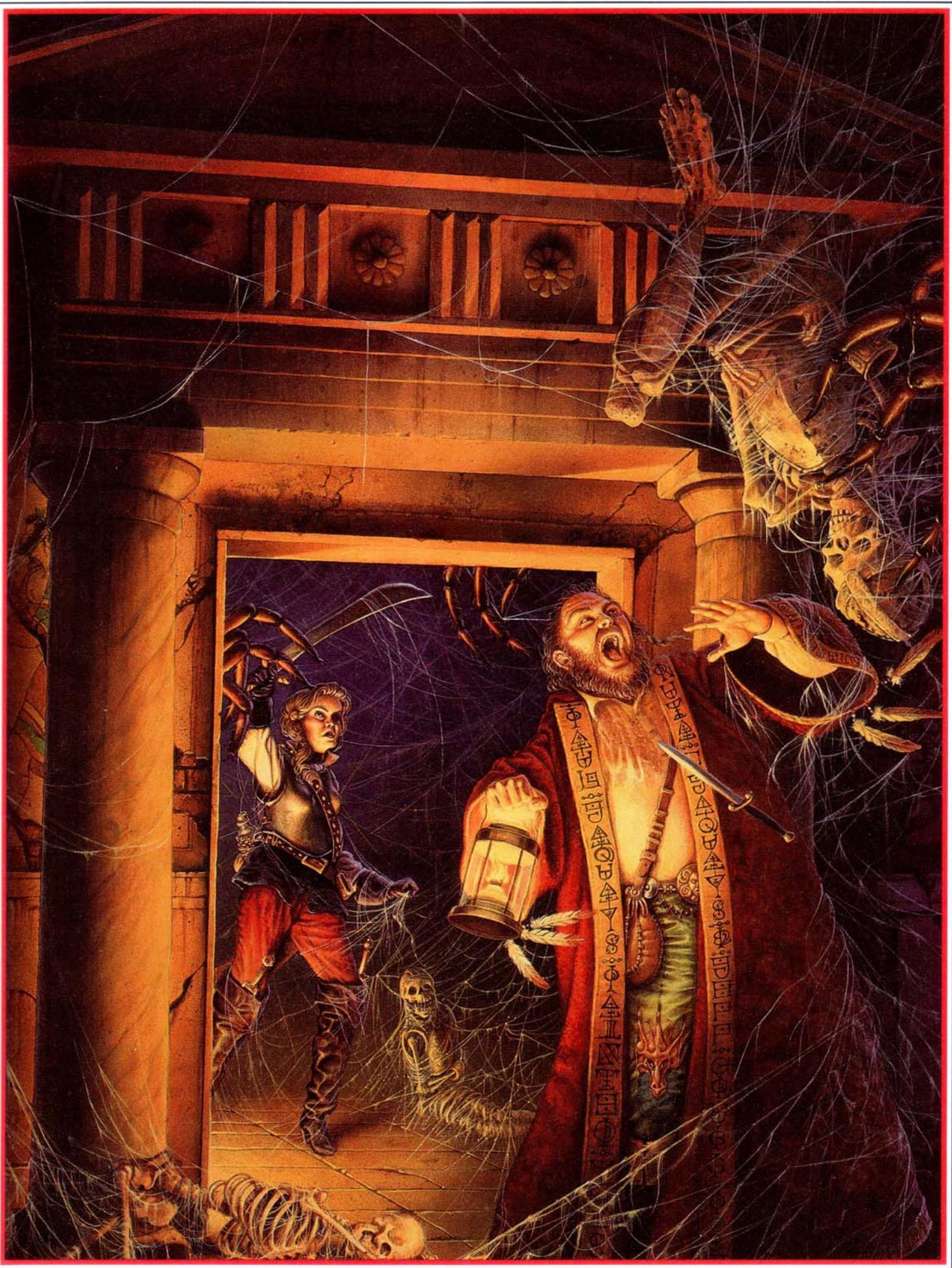
Hit Points: 41

Treasure: The hatchling's hoard consists of 1,400 silver pieces, 2,000 gold pieces, 20 gems, a *long sword of wounding*, a *portable hole*, and a *potion of flying*. It is all lying in a heap. The dragon uses the treasure for a bed. You can roll for the value of the gems.

Deeper Under Mount Dread

Your adventures beneath Mount Dread don't have to stop here. Adventures in the AD&D game don't end just because you've reached the end of this section of the book! Mad Azazabus's underground fortress can have level beneath level beyond these two. All you have to do is create your own adventures.

In the AD&D game, making up your own adventures is not against the rules. In fact, creating your own dungeons, ruined castles, and haunted towers is part of the fun. You get to try out your own clever ideas on fellow players. What could be more fun and challenging?



Beyond the Introduction to AD&D® Game



Having come this far, you're already well on your way to creating new adventures. All an adventure really needs is a story, a map, and a key.

The story can be as involved or as simple as you want it to be. It can have a goal like "The Tomb of Damara." It can be a problem the characters are thrust into, like "The Ghost of Harrow Hill." The story can be just be a place with a colorful history like Azazabus's dungeon in "Under Mount Dread." All you have to do is come up with what the heroes are supposed to do and why they are supposed to do it.

The heroes explore an ancient tomb on the edge of the mountains because they heard it is filled with great riches. That's enough to start an adventure right there.

Once you know what the adventure is about and where the adventure is located, you've got lots of choices for what to do next. Some people like to draw a map first. (You can get graph paper with predrawn squares at many stores.) That way they know what rooms need monsters and where are good places for traps. Other people pick out the monsters they want to use and then put them in a place that fits their choice. Other people do it all at once—they draw part of the map, choose monsters for that part, and then draw some more of the map.

When you make your key, you don't have to give lots of details for every room. In fact, if you know what you want, sometimes all you need is a room name, monster listing, and treasure. It doesn't hurt to copy down the important monster information—AC, THACO, damage, saving throw, and hit points at least. That way you won't waste time looking them up in the middle of a game. When you run the adventure, you can use your imagination to fill out the details for the other players.

The key to a simple orc fort might look like this:

1. **Front gate.** 4 orc guards—sleepy. AC 6, THACO 19, damage 1d8, saving throw 17. Hit points 4, 3, 3, 1.
2. **Guard room.** Orc captain playing dice with another orc. Hit points 8 (capt.), 3. 50 gold pieces in pouch. Captain has a *long sword* +1.
3. **Pit with ladder down to orc dungeon.** 3rd rung on ladder will break when stepped on.
4. **Orc barracks.** 6 orcs eating food. Smelly and gross. Hit points 4, 3, 3, 2, 2, 1. 100 gold pieces hidden in bedding.

See, it wasn't even necessary to write down the statistics every time! Of course, there's a lot for you to fill in. When your players ask you what a room looks like, you'll have to give them a description on the spot. If they capture an orc, you'll have to decide what he will say and how he will act. None of these things have rules—they are just parts of the adventure where you have to be the referee. There's a lot of "winging it," but *don't worry*. Be excited about what you're doing and let yourself have fun, and your players will have a good time.

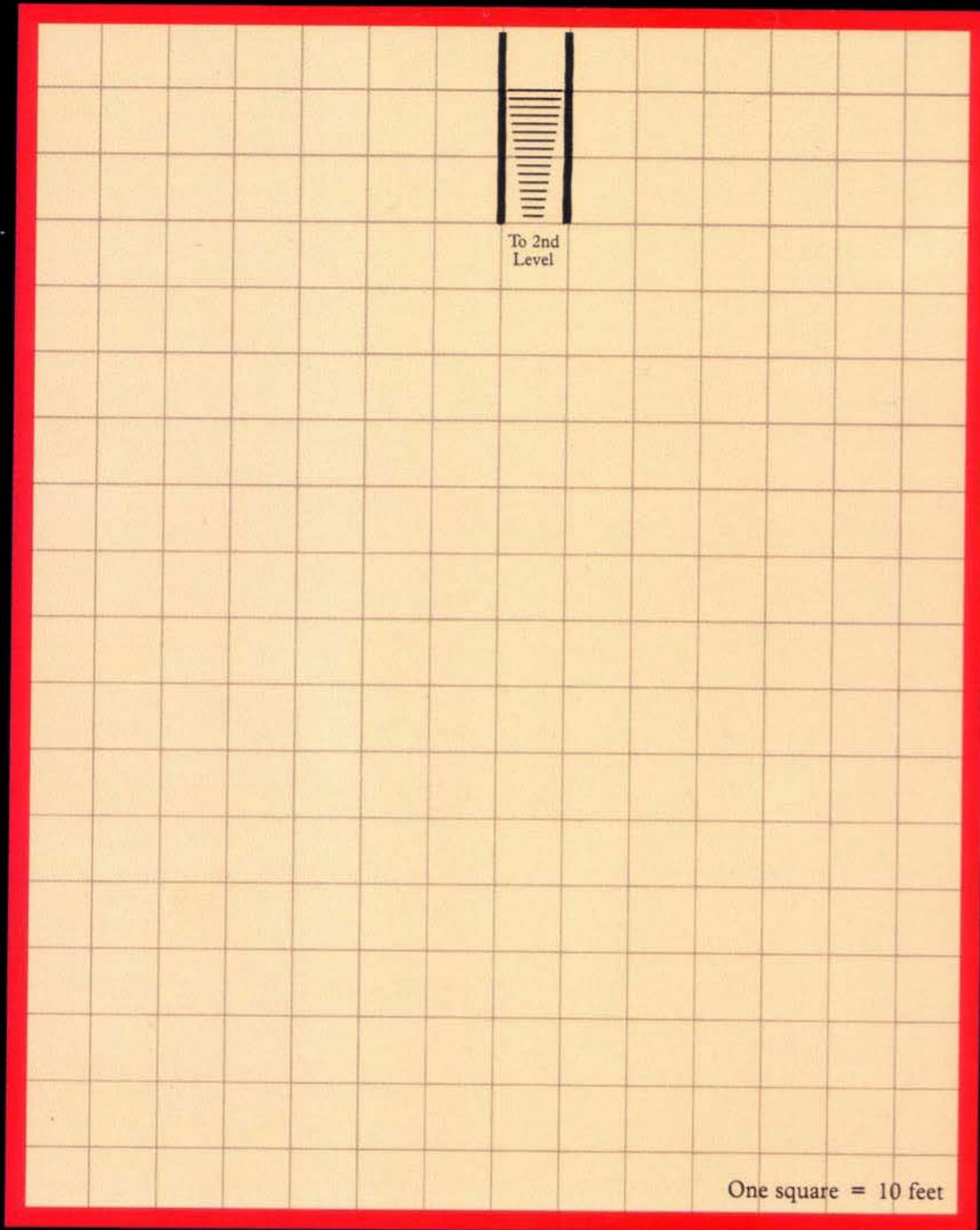
Beyond the Introduction to The ADVANCED DUNGEONS & DRAGONS® Game

The *Introduction to AD&D* game provides an introduction to the AD&D fantasy role-playing game, but where do you go from here? There are a whole host of AD&D products out there—campaign settings, adventures, and additional rules. First of all, we strongly recommend that you pick up a copy of the full AD&D game *Player's Handbook* and *DUNGEON MASTER Guide*. These two volumes provide all the rules needed to play the complete ADVANCED DUNGEONS & DRAGONS game. They contain many more character classes, character races, spells, and magical items than the *Introduction to AD&D* game includes. If you are interested in more monsters to outwit, fight, and bargain with, the AD&D *MONSTROUS MANUAL* describes hundreds of creatures and is illustrated in color, so you can see what every creature looks like.

The FORGOTTEN REALMS® Campaign Setting

What is a campaign world? A campaign world or setting is a home of your ideas, and the imagination of those who write adventures. Freedale, The Dalelands, and Faerûn are part of a campaign world known as the FORGOTTEN REALMS campaign setting. You can buy this product where you picked up this *Introduction to AD&D* game. The FORGOTTEN REALMS setting contains many ancient mysteries, terrible villains, and great rewards.

Mount Dread Level 2



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Door



Secret Door



Stairs



Pit



Trap



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Monstrous Manual™

Advanced Dungeons & Dragons®

Game Accessory



INTRODUCTION TO

Advanced Dungeons & Dragons[®]

WORLDS OF ADVENTURE Game

Introduction to the MONSTROUS MANUAL™

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Design: Bruce Nesmith

Editing: Julia Martin and Thomas M. Reid

Cover Art: Jeff Easley

Interior Art: Tom Baxa, Jeff Butler, Stephen A. Daniele, Tony DiTerlizzi, Les Dorscheid, Mark Nelson, Robin Raab, Dave Simons, and Robin Wood

Typesetting: Angelika Lokotz

Graphic Design: Dee Barnett

Production: Paul Hanchette

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TSR, Inc.
201 Sheridan Springs Rd.
Lake Geneva
WI 53147
USA



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

Monsters

Monsters are the most common enemy of the characters. In most adventures, the characters will fight horrible monsters and find rich treasures. The AD&D® game *MONSTROUS MANUAL™* has even more monsters.

For the most part, monsters have the same kinds of statistics as characters. There are a few new attributes that only monsters have.

Hit Dice: This number shows how tough a monster is. It represents the same thing as levels for player characters. A 2-Hit Die monster is about the same as a 2nd-level character.

Hit Dice are used to figure out how many hit points the monster has. All monsters use 8-sided dice. For example, a black bear with 3+3 Hit Dice rolls three 8-sided dice, then adds three more points to the total. Black bears have between 6 and 27 hit points.

No. of Attacks: Some monsters can attack more than once in the same round. This number shows how many times they can attack in a round.

Special Attacks and Special Defenses: These two lines list the special powers the monster has. Exactly how they work is in the description of the monster.

Intelligence: Some monsters can be smart or dumb. Below is a list of intelligence ratings for monsters, listed from dumbest to most intelligent. These words are broad categories for a range of numbers. The numbers are given next to the category. If player characters were rated with these categories, they would be anything from low to genius. Most would be average.

Category	Intelligence Range
Nonintelligent	0
Animal intelligence	1
Semi-intelligent	2–4
Low intelligence	5–7
Average intelligence	8–10
Very intelligent	11–12
Highly intelligent	13–14
Exceptional intelligence	15–16
Genius	17–18

Treasure Type: This is the row of the Treasure Types table on page 26 that the Dungeon Master (DM) should use to figure out what treasure the monster has.

Experience Points: This number is how many experience points each character gets for successfully defeating the monster. Defeating a monster does not have to mean killing it. The DM decides when a monster is defeated, and what amount of experience points a group gets for partially defeating a monster.

If this entry reads “Experience Points: None,” the monster is not meant to be fought or defeated by the characters. The monster is a potential friend, helper, or even someone that the characters should help, rather than someone who should be attacked. If the characters attack such monsters, they get no experience from the encounter.

Monsters on the Map

The *Introduction to ADVANCED DUNGEONS & DRAGONS®* game comes with six plastic figures for the heroes. As the heroes are moving around on the map, the players move the plastic figures.

There are no plastic figures for the monsters. Whenever the players run into a monster, the DM should show them the picture from this book. Most of the time the DM does not need to have anything out on the map. The only time it is helpful to have something represent the monsters on the map is in combat. At this time, a DM can use coins, action toys, small plastic toy animals, plastic pawns from other games, or anything else to show where the monsters stand. A handful of dice works very well. Each monster can have a different number face up.

The best thing to use are metal miniatures. You can find metal miniatures for all of the monsters in this game at most hobby shops. The miniatures are the perfect size for the AD&D game. They can even be painted to look right.

Role-playing Monsters

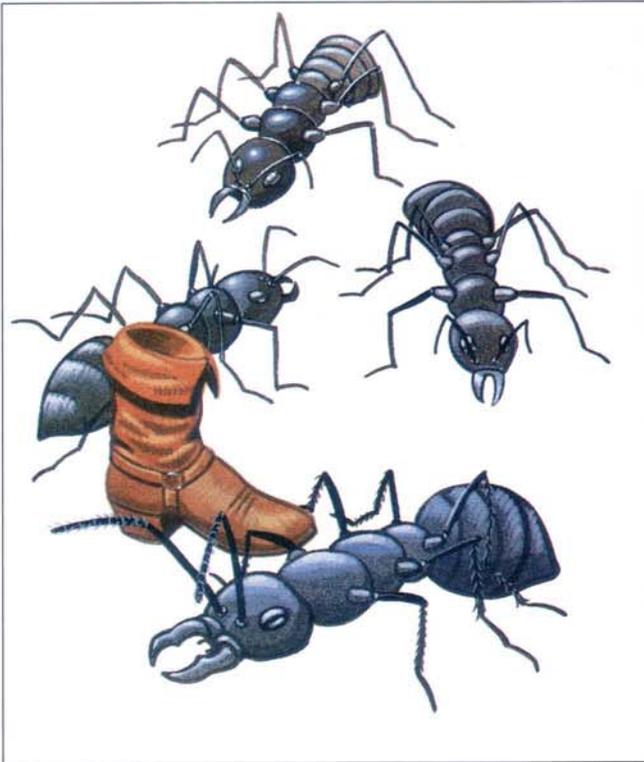
When the players’ characters meet monsters, it is up to the DM to act out the monsters’ parts. The monster descriptions include role-playing tips for all monsters that can talk. These tips tell the DM how to act like that monster.

Monsters that are only as smart as animals are the easiest to role-play. They usually want only two things: food and safety. If the monster is not hungry, it probably will not attack. If the monster thinks the players’ characters are going to hurt it, it will attack to protect its territory.

Thinking and talking monsters are a little tougher. They usually want something, too, but it is not always food. They may want money, they may be acting on orders, or they may just be bullies. Try to figure out what the monster wants before role-playing it.

In all cases, monsters will try to save their own lives. No living thing *wants* to die. They usually surrender or run away first. They only fight to the death if there does not seem to be any other choice.

Ant, Giant Warrior and Worker



	Warrior	Worker
Armor Class:	3	3
Hit Dice:	3	2
THACO:	17	17
No. of Attacks:	1	1
Damage/Attack:	2d4	1d6
Special Attacks:	Sting for 3d4	None
Special Defenses:	None	None
Saving Throw:	17	16
Movement:	18	18
Intelligence:	Animal	Animal
Alignment:	Neutral	Neutral
Treasure Type:	R, V	None
Size:	Tiny, 2 feet long	Tiny, 2 feet long
Experience Points:	175	35

Warrior giant ants are always found with 1d6x5 worker ants. The workers also fight to defend the nest. Whenever warrior giant ants *successfully* attack with their pincers, they also get to try to sting with their stinger. If they hit with their stinger, the target must make a saving throw. If the saving throw is successful, the target takes only 1d4 points of damage.

Wherever giant ants appear, there is always a large hole nearby. Hidden down the hole, at least 10 feet below the ground, is the queen and the treasure. It takes an hour to dig them up. There are dozens more workers scurrying around while the digging is going on. The queen has 45 hit points and cannot attack. She is always guarded by two more warriors.

Bat, Giant



Armor Class:	8
Hit Dice:	½ (1d4)
THACO:	20
No. of Attacks:	1
Damage/Attack:	1d2
Special Attacks:	None
Special Defenses:	AC 5 vs. missiles
Saving Throw:	19
Movement:	3, Fly 18
Intelligence:	Animal
Alignment:	Neutral
Treasure Type:	None
Size:	Man-sized, 3-foot body, 5-foot wings
Experience Points:	35

Unlike normal bats, giant bats are carnivorous and will attack player characters. Their high-pitched squeaks act like sonar, allowing them to "see" shapes and movement (but not colors) in total darkness.

The giant bat must land, usually on its victim, to attack. On any round that it takes off to fly again, it cannot also attack.

The flight of a giant bat is so erratic that characters with a Dexterity of 13 or less have a hard time hitting these bats with missile weapons. Whenever such characters attack with thrown or fired weapons, the giant bat is considered to have an Armor Class of 5.

Bear, Black, and Bear, Brown



	Black	Brown
Armor Class:	7	6
Hit Dice:	3+3	5+5
THACO:	17	15
No. of Attacks:	3	3
Damage/Attack:	1d3/1d3/1d6	1d6/1d6/1d8
Special Attacks:	Hug for 2d4	Hug for 2d6
Special Defenses:	None	None
Movement:	12	12
Saving Throw:	16	14
Intelligence:	Semi-	Semi-
Alignment:	Neutral	Neutral
Treasure Type:	None	None
Size:	Man-sized, 6 feet tall	Large, 9 feet tall
Experience Points:	175	420

The black bear is smaller than the brown or grizzly bear. Bears do not attack unless provoked. They can be unknowingly provoked. Any character coming within 20 feet of a bear will provoke it. If there are three bears, the smallest one (the one with the least hit points) is a cub. In that case, anyone coming within 50 feet of the bears will provoke them. Attacking a bear always provokes it. Unprovoked bears wander away and do not attack.

If a bear hits its target with a paw (the first two types of damage listed are paw damage) *and* has rolled an 18 or higher on the attack die, it also hugs the victim. This hug is a bone-crushing squeeze that does extra damage.

Beetle, Giant Fire



Armor Class:	4
Hit Dice:	1+2
THACO:	19
No. of Attacks:	1
Damage/Attack:	2d4
Special Attacks:	None
Special Defenses:	None
Movement:	12
Saving Throw:	17
Intelligence:	Non-
Alignment:	Neutral
Treasure Type:	None
Size:	Small 2½ feet long
Experience Points:	35

The fire beetle is the smallest of the giant beetles. Although they are called fire beetles, they have no fire attacks or immunity to fire. They are named fire beetles because of the two bright red spots above their eyes that give off a red glow. There is a third such spot near the backs of their bellies.

This spot can be cut out of a beetle's carapace and used as a light source for 1d6 days. It lights up a circle 20 feet across and gives off no heat. Each spot can be sold for 100 gold pieces, but only on the same day it is cut out.

Bugbear



Armor Class:	5
Hit Dice:	3+1
THACO:	17
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	Surprise, +2 to damage
Special Defenses:	None
Saving Throw:	16
Movement:	9
Intelligence:	Low
Alignment:	Chaotic evil
Treasure Type:	O
Size:	Large, 7 feet tall
Experience Points:	120

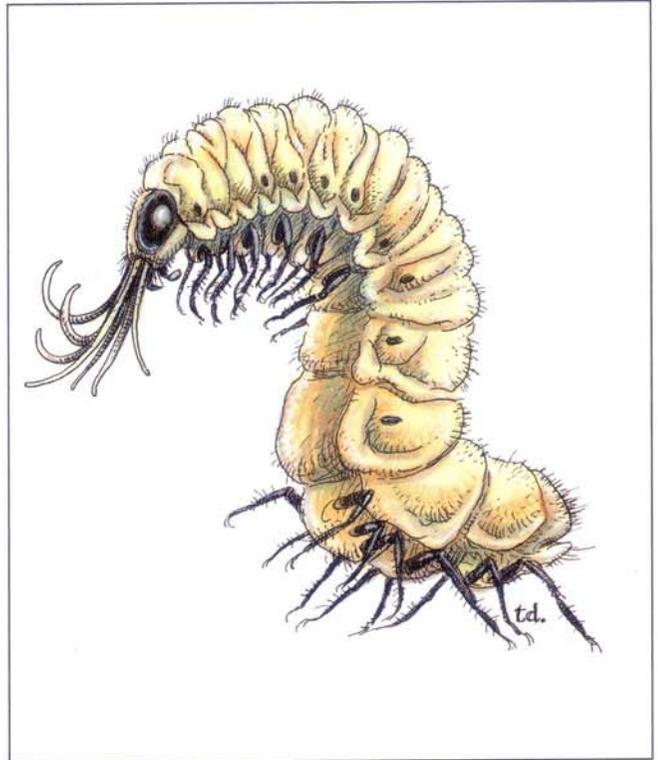
Whenever possible, bugbears prefer to ambush their foes. They are so sneaky that the characters get a -3 penalty for surprise rolls.

Bugbears can use a variety of weapons. They carry small weapons, such as hand axes, hammers, or spears to throw at their victims. Then they draw their larger weapons to attack in close. Bugbears prefer battle axes, maces, and spears.

Bugbears are quite strong. They get a +2 bonus to all damage rolls, except from arrows.

Typical bugbear comments: "Gimme all yer loot." "Let's get 'em." "Boil that dwarf before you eat him."

Carrion Crawler



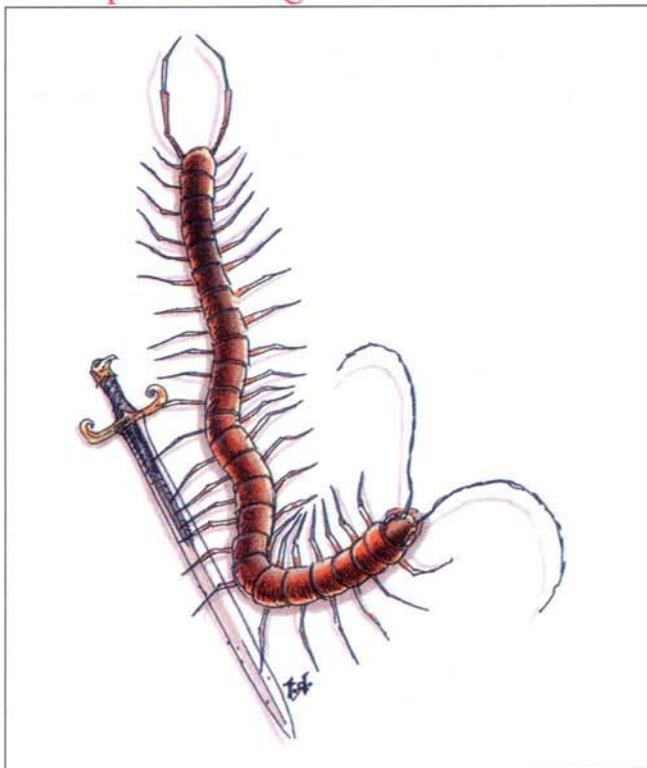
Armor Class:	3/7
Hit Dice:	3+1
THACO:	17
No. of Attacks:	8 or 1
Damage/Attack:	Special or 1d2
Special Attacks:	Paralyzation
Special Defenses:	None
Movement:	9
Saving Throw:	16
Intelligence:	Non-
Alignment:	Neutral
Treasure Type:	B
Size:	Large, 9 feet long
Experience Points:	420

Carrion crawlers are caterpillarlike monsters. They can cling to walls and ceilings with the special claws on their many feet.

Carrion crawlers attack with their short, 2-foot-long tentacles. If any of their eight tentacles hits a victim, that person must make a saving throw or be immediately paralyzed for 2d6×10 rounds. The tentacles do not do any actual damage. Once their victims are paralyzed, carrion crawlers nibble at them, doing 1d2 points of damage per round.

The head of the carrion crawler (where its tentacles are) has an Armor Class of 3. The softer body only has an Armor Class of 7.

Centipede, Megalo-



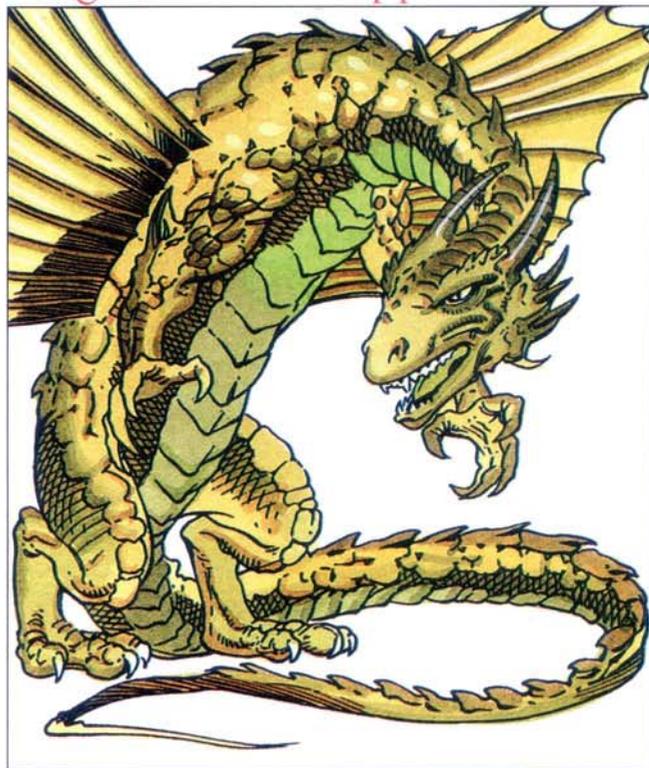
Armor Class:	5
Hit Dice:	3
THACO:	17
No. of Attacks:	1
Damage/Attack:	1d3
Special Attacks:	Poison
Special Defenses:	None
Saving Throw:	16
Movement:	18
Intelligence:	Animal
Alignment:	Neutral
Treasure Type:	None
Size:	Man-sized, 5 feet long
Experience Points:	175

The megalocentipede is the largest of all the giant centipedes. They come in colors ranging from brown to reddish brown to grayish tan. These creatures can easily climb along walls and ceilings. Megalocentipedes attack people on sight.

The pincer jaws of the megalocentipede are not very fearsome, but they are poisonous. Each bite forces the victim to make a saving throw or take poison damage in addition to the 1d3 from the bite.

An experienced hunter can milk the poison from a centipede. It takes four centipedes to get one dose of poison to work on one manmade weapon.

Dragon, Ancient Copper



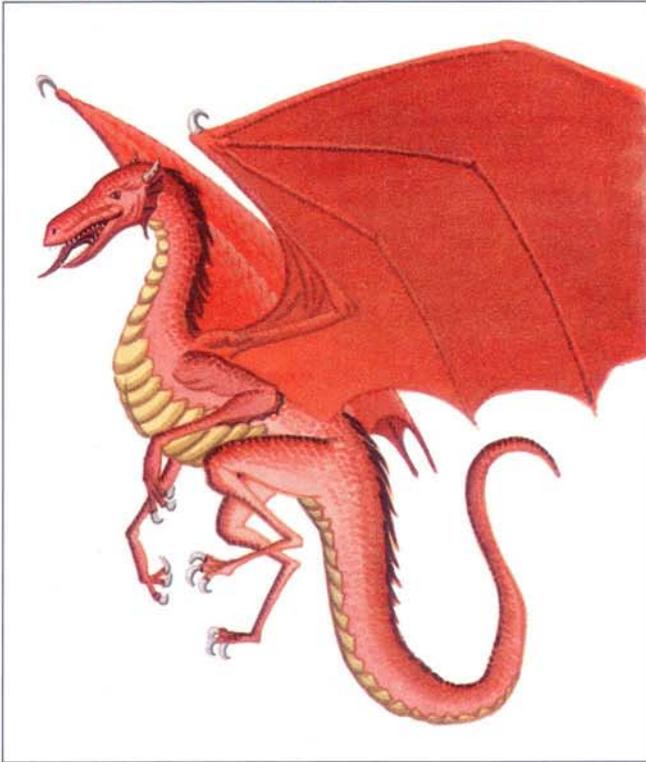
Armor Class:	-8
Hit Dice:	20
THACO:	2
No. of Attacks:	3 or breathe acid
Damage/Attack:	1d6+11/1d6+11/5d4+11
Special Attacks:	Stream of acid
Special Defenses:	40% magic resistance
Saving Throw:	6
Movement:	9, Fly 30
Intelligence:	Highly
Alignment:	Chaotic good
Treasure Type:	Hx10
Size:	Gigantic, 120-foot-long body, 95-foot-long tail
Experience Points:	None

This ancient copper dragon is not meant to be fought or defeated by the characters. The copper dragon is a potential friend. *If* they are nice to him, he might grant them a favor. He might ask them to perform a heroic quest for him. He will never attack the characters unless they completely ignore his attempts to talk to them.

The copper dragon can cast spells as a 5th-level wizard and as a 3rd-level cleric. Forty percent of all spells cast on him fail. He can spray acid from his mouth in a stream 70 feet long and 5 feet wide instead of using his three combat attacks. The acid kills whatever it touches.

Typical comment: "You small folk *do* get into some amusing predicaments."

Dragon, Hatchling Red



Armor Class:	0
Hit Dice:	9
THACO:	11
No. of Attacks:	3 or breathe fire
Damage/Attack:	1d10+1/1d10+1/3d10+1
Special Attacks:	Breathe fire for 2d10+1 damage
Special Defenses:	Immune to fire
Saving Throw:	13
Movement:	9, Fly 30
Intelligence:	Exceptional
Alignment:	Chaotic evil
Treasure Type:	A
Size:	Huge, 8-foot-long body, 9-foot-long tail
Experience Points:	7,000

Red dragons are cruel, evil, and greedy. They can talk, and always try to scare characters by describing how tough they are. Hatchlings are the youngest and smallest of the red dragons, but even they are horrible. They are only a few years old. Bigger, older dragons rarely go into these dungeons.

This dragon can breathe fire up to once every 3 rounds. If it breathes fire, it cannot claw or bite that round. Everyone in a cone 90 feet long and 30 feet wide is hit by the fire and gets to make a saving throw. Those that do save only take half normal damage.

Outdoors these dragons can fly, but not in the narrow tunnels of the dungeon.

Dwarf, Duergar



Armor Class:	4 (chain mail)
Hit Dice:	1+2 or 3+6
THACO:	19 or 19
No. of Attacks:	1
Damage/Attack:	1d6 (hammer)
Special Attacks:	<i>Invisibility, enlarge</i> (level equal to HD)
Special Defenses:	Saving throw bonus
Saving Throw:	13 or 11
Movement:	6
Intelligence:	Average
Alignment:	Lawful evil
Treasure Type:	F
Size:	Small, 4 feet tall
Experience Points:	420 or 975

The duergar, or gray dwarves, are an evil race that lives deep underground. They hate other types of dwarves and will attack them. They are so sneaky that characters have a -2 penalty to surprise rolls. Duergar can wear other armor and use other weapons. When they do their Armor Classes and weapon damages change.

Duergar can cast *enlarge* and *invisibility* spells as often as they want. There is a 10% chance that any duergar the characters meet are riding giant spiders.

If four or more duergar are encountered, one of them is a 3rd-level cleric able to cast *cause fear*, *curse*, and *silence 15'* radius. He has 3+6 Hit Dice and a THACO of 18.

Typical comments: "Humans are soft and weak." "The only thing worse than a human is a hill dwarf!"

Elf, Drow



Armor Class:	4 (chain mail)
Hit Dice:	1, 2, 3, or 4
THACO:	20, 19, 18, or 17
No. of Attacks:	1
Damage/Attack:	1d6+1 (sword) or 1d3 (dart)
Special Attacks:	Spells
Special Defenses:	50% magic resistance
Saving Throw:	17, 17, 16, or 16
Movement:	12
Intelligence:	Highly
Alignment:	Lawful evil
Treasure Type:	O, R
Size:	Man-sized, 5 feet tall
Experience Points:	420, 650, 975, or 1,400

Once normal elves, these evil creatures were driven underground. They hate other elves and will attack them.

Drow use small, handheld crossbows that fire poisoned darts. The darts do 1d3 points of damage. The poison does no damage, but makes characters fall unconscious for 2d4 hours if they fail their saving throws.

Drow can cast *darkness 15' radius*, *levitate*, and *detect magic* each once a day. Any spell cast at them has a 50% chance of failing.

In bright light, drow have a -2 penalty on initiative and attack rolls. Characters get a +2 saving throw bonus against the sleep poison if the attacking drow is in light.

Gargoyle



Armor Class:	5
Hit Dice:	4+4
THACO:	17
No. of Attacks:	4
Damage/Attack:	1d3/1d3/1d6/1d4
Special Attacks:	None
Special Defenses:	Only hurt by magical weapons
Saving Throw:	14
Movement:	9, Fly 15
Intelligence:	Low
Alignment:	Chaotic evil
Treasure Type:	C
Size:	Man-sized, 5 feet tall
Experience Points:	420

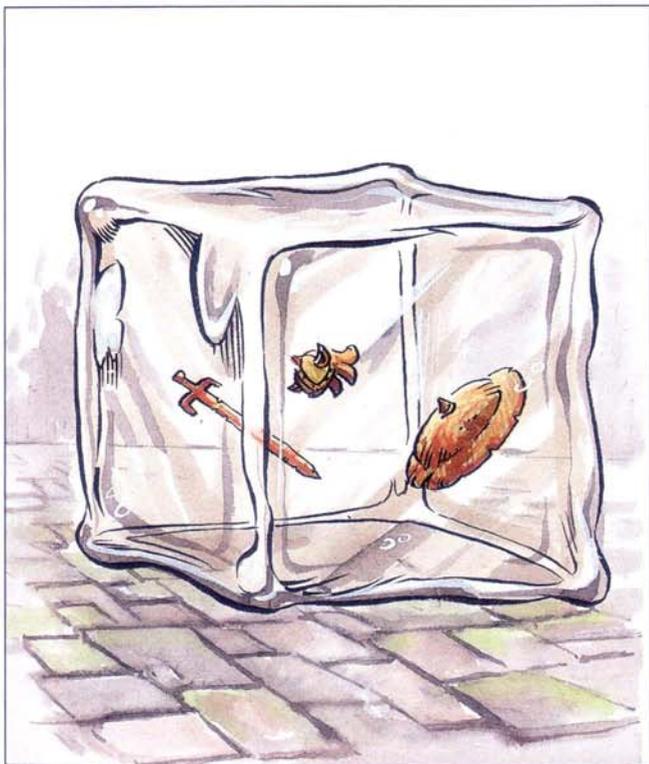
Gargoyles can pretend to be statues because their skin looks just like stone and they are able to stand perfectly still for a long time. They try to surprise their victims by swooping down on them unexpectedly. When they swoop they get three attacks. They have to land to get their horn attack (1d4).

Each round, a gargoyle can attack with both claws, try to bite, and try to stab with its horn. Only magical spells or magical weapons can harm a gargoyle.

A gargoyle's treasure is usually hidden under a stone or in a small hole in a cavern wall. A wizard will pay 250 gold pieces for a gargoyle's horn.

Typical comments: "Humans are so soft and squishy." "Let's hurt them."

Gelatinous Cube



Armor Class:	8
Hit Dice:	4
THACO:	17
No. of Attacks:	1
Damage/Attack:	2d4
Special Attacks:	Paralyzation
Special Defenses:	Surprise, spell immunity
Saving Throw:	16
Movement:	6
Intelligence:	Non-
Alignment:	Neutral
Treasure Type:	O, V
Size:	Large, 10x10x10-foot cube
Experience Points:	650

This slimy monster travels slowly down dungeon halls. It fills a 10-foot-wide tunnel completely. A gelatinous cube is transparent, and characters get a -3 penalty on surprise rolls when it attacks, because they often do not see it.

The cube attacks by lunging forward to touch its victim. If hit, the character must make a saving throw or be paralyzed for 5d4 rounds. The cube sucks a paralyzed character in the next round. Anyone sucked into the cube automatically takes 2d4 damage every round.

Gelatinous cubes are immune to *lightning bolt*, *fear*, *hold* and *sleep* spells, and to paralyzation.

There is only a 30% chance of each treasure type (O or V) being inside the cube.

Genie



Armor Class:	4
Hit Dice:	7+3
THACO:	13
No. of Attacks:	1
Damage/Attack:	2d8
Special Attacks:	Whirlwind
Special Defenses:	Spells
Saving Throw:	13
Movement:	9, Fly 24
Intelligence:	Highly
Alignment:	Chaotic good
Treasure Type:	None
Size:	Large, 11 feet tall
Experience Points:	None

A genie is always found in a sealed bottle. A freed genie will perform one service (not a wish) for the characters.

The genie can create things out of thin air. Things made of cloth or wood last forever. Metals like steel or gold only last an hour.

Genies can turn into a whirlwind (a small tornado) in 10 rounds. The whirlwind only lasts one round and does 2d6 points of damage to everything it touches. Genies can also turn *invisible*, turn into air, and make illusions as often as they want.

Genies act friendly and do as they are told, but will always try to trick the characters if possible.

Ghoul



Armor Class:	6
Hit Dice:	2
THACO:	19
No. of Attacks:	3
Damage/Attack:	1d3/1d3/1d6
Special Attacks:	Paralyzation
Special Defenses:	Spell immunity
Saving Throw:	17
Movement:	9
Intelligence:	Low
Alignment:	Chaotic evil
Treasure Type:	B
Size:	Man-sized, 5 feet tall
Experience Points:	175

These disgusting undead monsters eat dead bodies. They hate living things and will attack them. Anyone killed by a ghoul becomes a ghoul the next day.

Ghouls attack with their claws and teeth. A successful hit means the character must make a saving throw or be paralyzed for 1d6+2 rounds. Elves are immune to a ghoul's paralyzing touch.

Ghouls are immune to *sleep*, *hold*, *fear*, and *charm* spells. They can be turned by clerics. For this reason, ghouls attack clerics first.

Typical comments: "Fresh meat!" "Kill the living!" "Rot their flesh!"

Gnoll



Armor Class:	5 (chain mail)
Hit Dice:	2
THACO:	19
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	None
Special Defenses:	None
Saving Throw:	17
Movement:	9
Intelligence:	Low
Alignment:	Chaotic evil
Treasure Type:	D
Size:	Large, 7½ feet tall
Experience Points:	35

These evil hyenamen hate humans and elves. They work with orcs, hobgoblins, bugbears and ogres.

Gnolls are bullies and not particularly brave. They continue to attack only if they are winning. If the battle turns against them, they flee.

Gnolls can be armed with long swords (1d8 damage), battle axes (1d8 damage), or morning stars (2d4 damage). There is a 15% chance they have long bows and arrows.

Typical comments: "Roast human for dinner!" "Hey shorty, put down that sword before you hurt yourself!" "I dare ya to fight me barehanded!"

Gnome



Armor Class:	7 (leather armor)
Hit Dice:	1, 2, 3, or 4
THACO:	20, 19, 18, or 17
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	None
Special Defenses:	Saving throw bonus
Saving Throw:	14, 14, 13, or 13
Movement:	6
Intelligence:	Very
Alignment:	Neutral good
Treasure Type:	C
Size:	Small, 3 feet tall
Experience Points:	None

Gnomes are shy, friendly, strange creatures. When encountered, they are most likely hard at work on some strange project, or they may be celebrating merrily. Gnomes are loved by all burrowing animals, like badgers, rabbits, and hedgehogs. They hate kobolds and goblins, and get a +1 attack bonus against them.

Gnomes use short swords (1d6 damage), war hammers (1d4+1 damage), and short bows and arrows (1d6 damage) in combat. Large-sized creatures have a -4 attack roll penalty to hit them. If there are 10 or more gnomes in a group, one is a 3rd-level wizard with spells.

Typical comments: "Why would you want to do that?" "Humans are weird." "Let's dance!"

Goblin



Armor Class:	7 (leather armor and shield)
Hit Dice:	1-1
THACO:	20
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	None
Special Defenses:	None
Saving Throw:	19
Movement:	6
Intelligence:	Low
Alignment:	Lawful evil
Treasure Type:	C
Size:	Small, 4 feet tall
Experience Points:	15

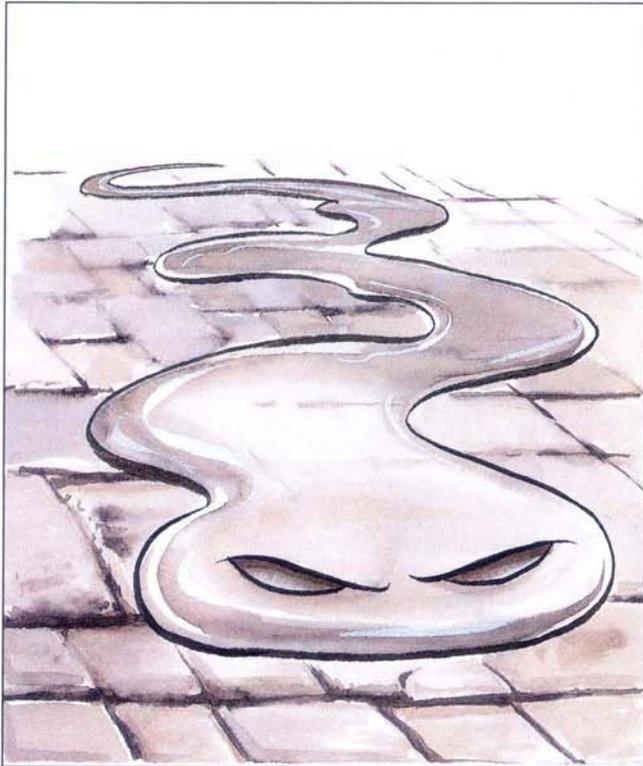
These evil little creatures are cowards. They hate gnomes and dwarves. They attack only from ambush or if they outnumber their opponents.

Goblins hate bright sunlight and have a -1 penalty to their attack rolls in it. They are most fond of maces (1d6+1 damage), spears (1d6 damage), and short swords (1d6 damage). They have been known to use hand axes and short bows and arrows (1d6 damage).

There is a 25% chance that 1d3 goblins are riding on worgs (see the wolf description). Ten or more goblins will have a hobgoblin leader (see the hobgoblin description).

Typical comments: "Run away," "Clumsy human oaf!" "You dwarf friend!"

Gray Ooze



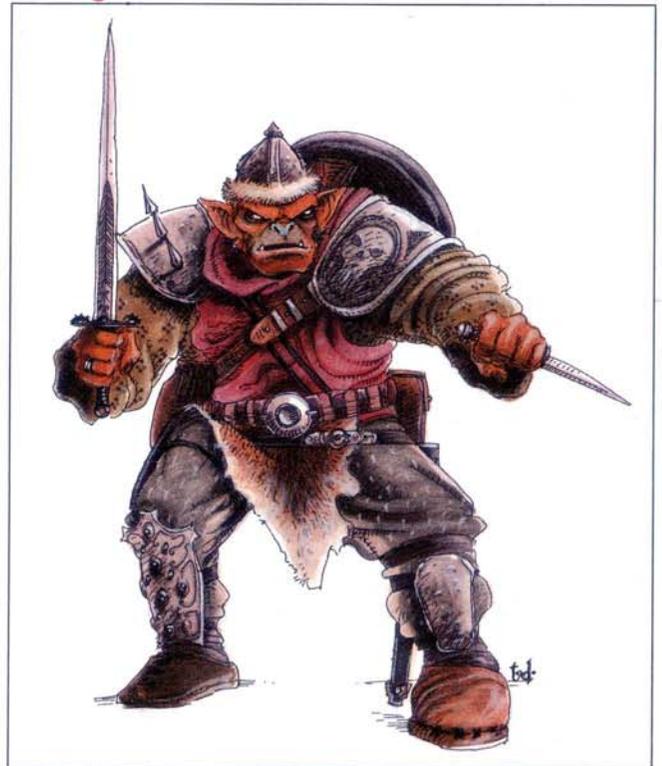
Armor Class:	8
Hit Dice:	3+3
THACO:	17
No. of Attacks:	1
Damage/Attack:	2d8
Special Attacks:	Eats metal
Special Defenses:	Immune to fire, cold, and spells
Saving Throw:	16
Movement:	1
Intelligence:	Animal
Alignment:	Neutral
Treasure Type:	None
Size:	Large, 8 feet wide
Experience Points:	270

This slimy horror looks just like wet stone or rock. It cannot climb walls or ceilings, so it slides, drips, and oozes along the ground.

The gray ooze strikes like a snake and eats metal. It can devour a weapon in one round. Chain mail is ruined in one round, but plate mail takes two rounds. Each magical plus of magical armor adds a round to how long it takes to eat it. The ooze can be scraped off in one round to save the metal, but anyone scraping cannot attack.

Weapons do normal damage to gray oozes, but metal ones are dissolved in one round. Electricity and *lightning bolt* spells do normal damage.

Hobgoblin



Armor Class:	5 (chain mail)
Hit Dice:	1+1
THACO:	19
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	None
Special Defenses:	None
Saving Throw:	17
Movement:	9
Intelligence:	Average
Alignment:	Lawful evil
Treasure Type:	D
Size:	Man-sized, 6½ feet tall
Experience Points:	35

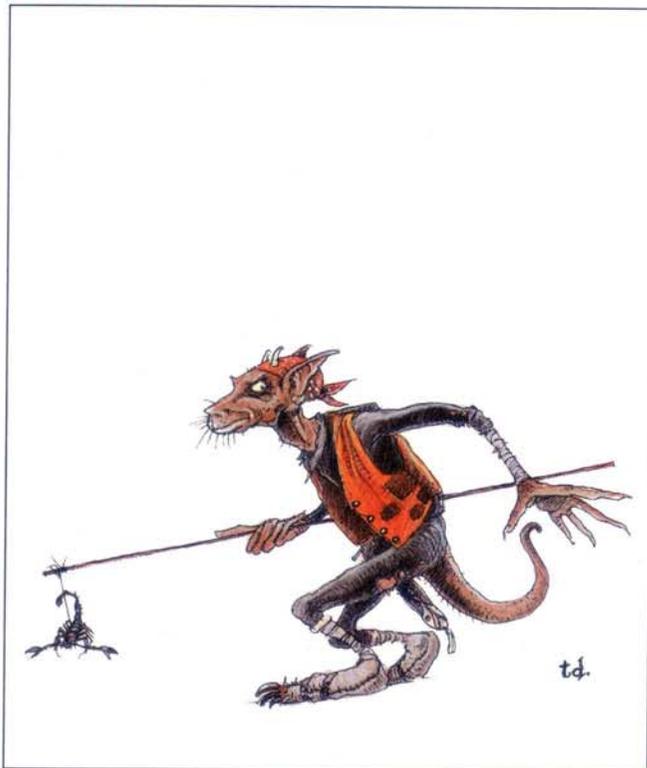
Hobgoblins are constantly at war with other races, such as humans and dwarves. They especially hate elves and always attack them first. They are sometimes found leading goblins or orcs.

Hobgoblins use halberds (1d10 damage), morning stars (2d4 damage), or long swords (1d8 damage). There is a 20% chance that they also have long bows and arrows.

If there are 10 or more hobgoblins, one is a leader, with an Armor Class of 3 and 16 hit points. The leader gets +2 to his damage rolls (except on arrows). If the leader is killed, there is a 50% chance the rest will flee.

Typical comments: "Elven boot licker!" "I'll rearrange your face!" "Human worm!"

Kobold



Armor Class:	7 (leather armor and shield)
Hit Dice:	½ (1d4)
THACO:	20
No. of Attacks:	1
Damage/Attack:	1d6 (short sword)
Special Attacks:	None
Special Defenses:	None
Saving Throw:	19
Movement:	6
Intelligence:	Average
Alignment:	Lawful evil
Treasure Type:	O
Size:	Small, 3 feet tall
Experience Points:	7

Kobolds are cruel and cowardly. They especially dislike gnomes and will attack them first. They can usually be bribed fairly easily.

Kobolds always use traps and ambushes. They never start an attack by risking themselves. Only after the trap or ambush has been sprung do they get close enough to the characters to be attacked. As soon as the kobolds no longer outnumber the characters, they flee.

Kobolds use hand axes, javelins, and short swords, all of which do 1d6 damage. These small weapons are quite large to the kobolds.

Typical comments: "I'll gnaw your kneecaps!" "Run away!"

Lammasu



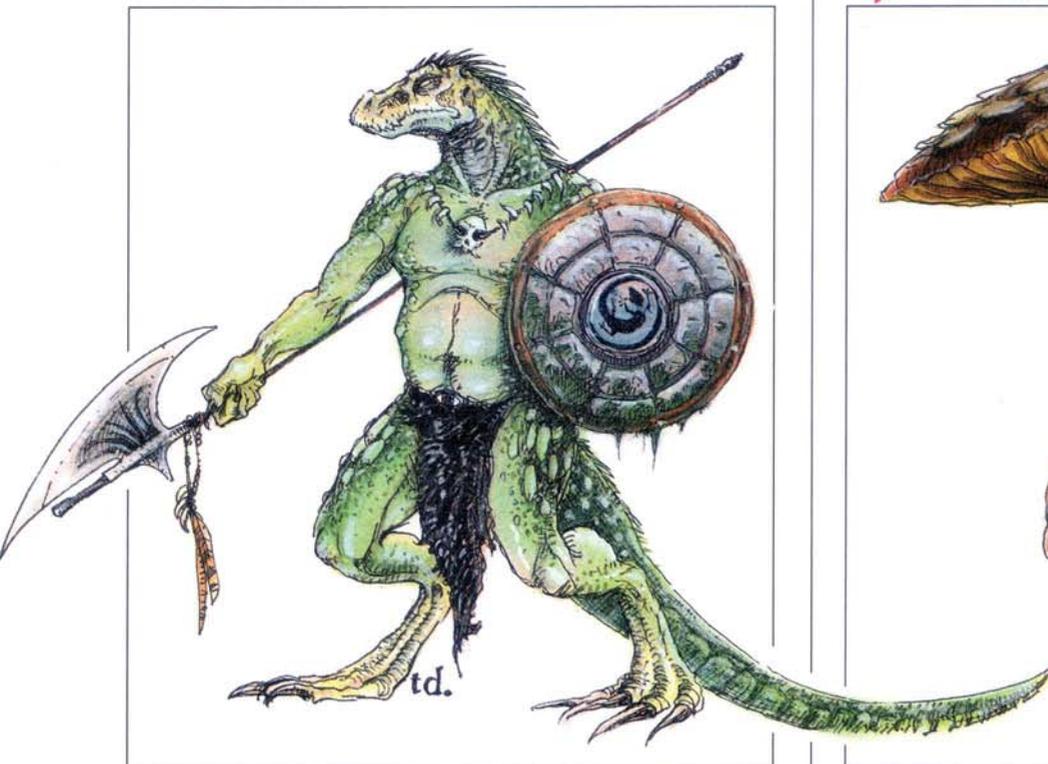
Armor Class:	5
Hit Dice:	7+7
THACO:	12
No. of Attacks:	2
Damage/Attack:	1d6/1d6
Special Attacks:	Spells
Special Defenses:	30% magic resistance
Saving Throw:	13
Movement:	12, Fly 24
Intelligence:	Genius
Alignment:	Lawful good
Treasure Type:	R, V
Size:	Large, 4½ feet at shoulder
Experience Points:	None

These flying man-lions help and protect all lawful good creatures. They are generally kind and friendly to all creatures, unless the creatures have attacked them first.

Lammasu will always enter a fight to protect good creatures or anyone that is weak and innocent. They can become *invisible* at any time and teleport to anywhere they can see. All evil creatures within 10 feet of a lammasu have a -2 penalty to their attack rolls and saving throws, and all good creatures within 10 feet have a +2 bonus to their saving throws. Lammasu can cast four 1st level, three 2nd level, and two 3rd level cleric spells a day. Any magical spell cast on them has a 30% chance of failing.

Typical comments: "Let's all be friends." "You have my solemn word."

Lizard Man



Armor Class:	5
Hit Dice:	2+1
THACO:	19
No. of Attacks:	3 or 1
Damage/Attack:	1d2/1d2/1d6 or by weapon
Special Attacks:	None
Special Defenses:	None
Saving Throw:	17
Movement:	6, Swim 12
Intelligence:	Low
Alignment:	Neutral evil
Treasure Type:	D
Size:	Man-sized, 7 feet tall
Experience Points:	65

Lizard men like the taste of humans, although they eat almost anything, including plants. They will attack most people unless they are outnumbered.

Lizard men normally attack with both claws and a bite. However, they can use weapons. They prefer bastard swords (2d4 damage), spears (1d6 damage), and tridents (1d6+1 damage). When using a weapon, they cannot use their claws or bite.

If 10 or more lizard men are encountered, there is a leader with maximum hit points with them (17 hp).

Typical comments: "Kill them first; then eat them." "Soft-bellied land walker!"

Myconid (Fungus Man)



Armor Class:	10
Hit Dice:	1-6
THACO:	1-2 HD: 19; 3-4 HD: 17; 5-6 HD: 15
No. of Attacks:	1
Damage/Attack:	1d4xHD
Special Attacks:	Spore Clouds
Special Defenses:	Poisonous Skin
Saving Throw:	1-2 HD: 17; 3-4 HD: 16; 5-6 HD: 14
Movement:	9
Intelligence:	Average
Alignment:	Lawful neutral
Treasure Type:	V (x2, potions only)
Size:	Tiny to Large, 2 feet per HD
Exp. Points:	1 HD: 65; 2 HD: 120; 3 HD: 175; 4 HD: 270; 5 HD: 420; 6 HD: 650

Myconids are toadstool men who live far underground. They hate sunlight and will not leave their caves for anything.

Myconids' skin ooze a sticky goo that is poisonous, doing 1d4 points of damage. They can also club enemies with their fists if they have to, but they don't like to fight.

Myconids can spray clouds of two kinds of spores at other creatures. The first kind lets them communicate with other beings, since they do not talk normally. The second kind causes the victim to stand completely still unless a saving throw is made. Myconids usually use this kind of spore to freeze their enemies while they escape.

Ogre



Armor Class:	5
Hit Dice:	4+1
THACO:	17
No. of Attacks:	1
Damage/Attack:	1d10 or 1d8+2 (club)
Special Attacks:	None
Special Defenses:	None
Saving Throw:	16
Movement:	9
Intelligence:	Low
Alignment:	Lawful evil
Treasure Type:	B
Size:	Large, 9 feet tall
Experience Points:	270

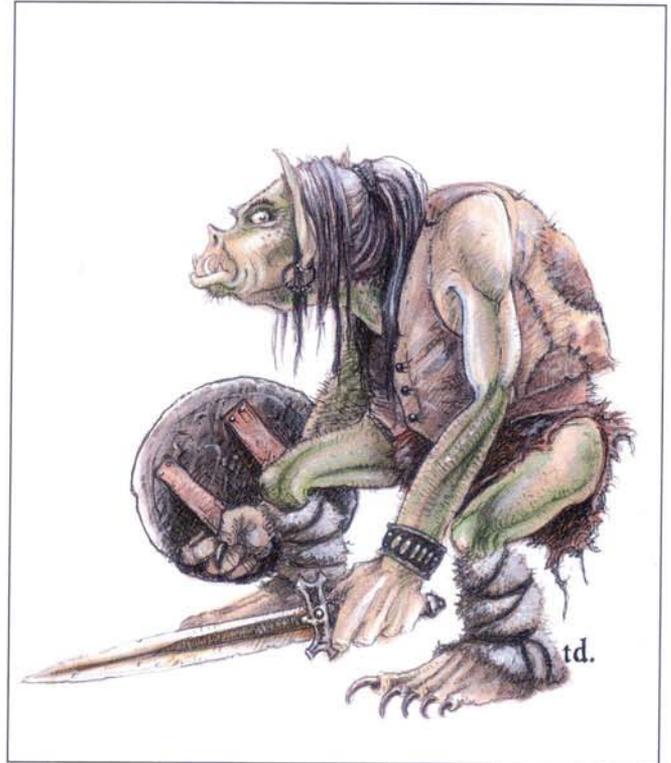
Ogres are big, ugly, and greedy. They consider elf and dwarf flesh to be particularly tasty.

Ogres normally attack with huge clubs made from large tree branches that do 1d8+2 points of damage. Those that are unarmed strike out with their meaty fists doing 1d10 points of damage.

Ogres are not very smart. They are commonly used as soldiers and guards by powerful evil creatures. If armed with other weapons than clubs or their fists, they gain a +2 bonus to their damage rolls (except to arrows).

Typical comments: "Whut's that?" "Smash it, then search it." "I'll squash you like an orc."

Orc



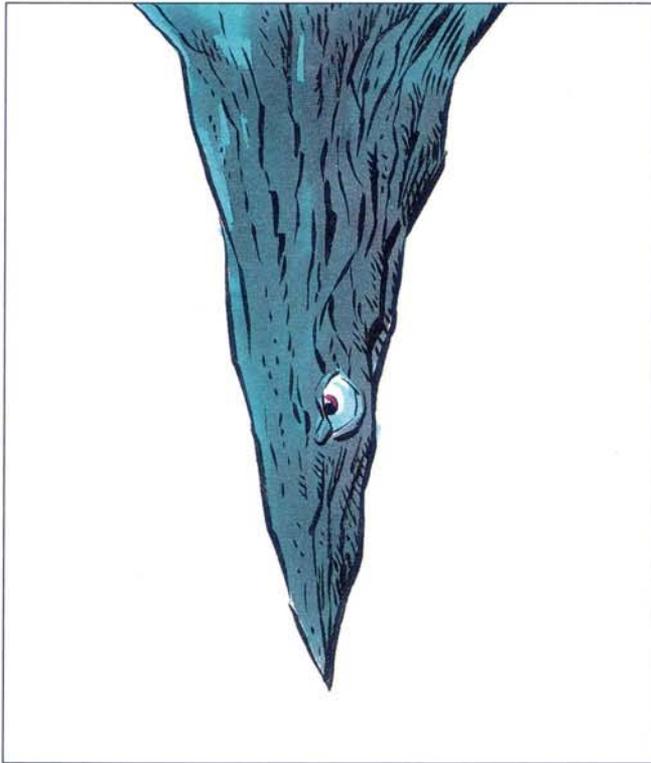
Armor Class:	7 (leather armor and shield)
Hit Dice:	1
THACO:	19
No. of Attacks:	1
Damage/Attack:	By weapon
Special Attacks:	None
Special Defenses:	None
Saving Throw:	17
Movement:	9
Intelligence:	Average
Alignment:	Lawful evil
Treasure Type:	C
Size:	Man-sized, 6 feet tall
Experience Points:	15

Orcs are constantly at war with humans, dwarves, elves, goblins, and even other orcs. They occasionally have hobgoblin leaders. Typical clan names for groups of orcs are Vile Rune, Broken Bone, Evil Eye, and Bloody Blade.

In combat, orcs prefer battle axes (1d8 damage), hand axes (1d6 damage), and pikes (1d6 damage). Those with pikes will have short swords or hand axes for close-in defense (1d6 damage each). There is a 20% chance that the orcs also have short bows and arrows (1d6 damage).

Typical comments: "I'll cut yer heart out!" "They scream more if ya pops their arms off first."

Piercer



Armor Class:	3
Hit Dice:	1
THACO:	19
No. of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	Surprise
Special Defenses:	None
Saving Throw:	17
Movement:	1
Intelligence:	Non-
Alignment:	Neutral
Treasure Type:	None
Size:	Tiny, 2 feet tall
Experience Points:	35

Piercers cling to the ceilings of natural caves, looking just like small stalactites. If the characters are not actively looking for piercers or traps on the ceiling, they will not find this monster. Even if they are specifically looking for piercers or traps, they only have a 25% chance to spot them.

Piercers attack by falling on their victims. The characters get a -7 penalty on their surprise roll for the attack. (Because of the way they attack, piercers almost always attack from ambush.) If the piercer misses, it is completely vulnerable and can be killed without an attack roll. If the piercer hits, it begins to eat its victim. It does 1 point of damage a round until it is removed from the character.

Rat, Giant

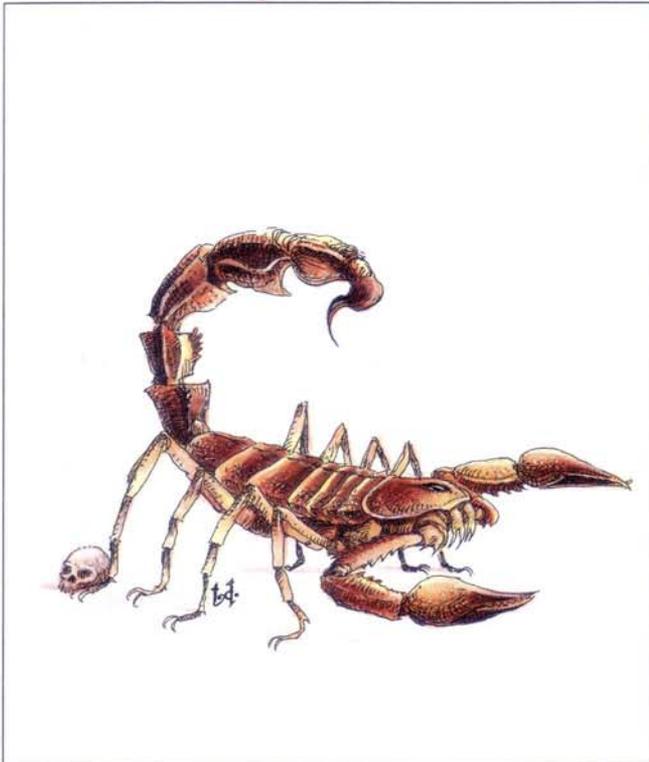


Armor Class:	7
Hit Dice:	½ (1d4)
THACO:	20
No. of Attacks:	1
Damage/Attack:	1d3
Special Attacks:	Disease
Special Defenses:	None
Saving Throw:	19
Movement:	12, Swim 6
Intelligence:	Semi-
Alignment:	Neutral evil
Treasure Type:	C
Size:	Tiny, 2 feet tall
Experience Points:	15

Giant rats travel and attack in packs. They do not attack people unless they outnumber them by more than two to one. Even then, there is a 50% chance that the giant rat pack will go away to find an easier meal.

Each rat bite has a 1 in 20 chance (5%) of infecting its victim with a serious disease. The victim is allowed a saving throw to fight off the infection. If the victim fails the saving throw, infection sets in. The disease will not affect characters until after they are out of the dungeon. Infected characters cannot heal or go on further adventures until they are cured. The temple charges 500 gold pieces to cure this disease.

Scorpion, Large



Armor Class:	5
Hit Dice:	2+2
THACO:	19
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1
Special Attacks:	Poison stinger
Special Defenses:	None
Saving Throw:	17
Movement:	9
Intelligence:	Non-
Alignment:	Neutral
Treasure Type:	D
Size:	Small, 2 feet long
Experience Points:	175

These vicious hunters are large versions of the normal scorpion. The air in places they have stayed in for a long time smells bitter. There are other known breeds of scorpions that get a big as 6 feet long.

A scorpion attacks any creature that comes within 30 feet of it—even other scorpions. It attacks with its two claws and its stinger. If a claw hits, the character is trapped. On future rounds the claw automatically does 1d4 points of damage, and the stinger automatically hits. It takes a successful Strength check to get out of the claw. If a target is not trapped in a claw, the stinger has to make a successful attack roll to hit.

The stinger does only a single point of damage, but it injects poison into the scorpion's victim.

Shadow



Armor Class:	7
Hit Dice:	3+3
THACO:	17
No. of Attacks:	1
Damage/Attack:	1d4+1
Special Attacks:	Drain Strength
Special Defenses:	Hurt only by +1 or better magical items or spells
Saving Throw:	16
Movement:	12
Intelligence:	Low
Alignment:	Chaotic evil
Treasure Type:	F
Size:	Man-sized, 6 feet tall
Experience Points:	420

A shadow is an undead spirit that exists only in an area of darkness, looking just like a normal shadow. They are 90% undetectable in anything except extremely bright light, like a *continual light* spell. They can be clearly seen if a *continual light* spell is cast in the area they are in.

In addition to the chilling damage (1d4), the touch of a shadow drains 1 point of Strength. The drained character's Strength returns in 2d4×10 minutes. Characters reduced to 0 Strength instantly become shadows themselves. Such characters are lost forever.

Shadows are immune to *sleep*, *charm*, and *hold* spells. They are also immune to cold. They can be turned by clerics.

Skeleton



Armor Class:	7
Hit Dice:	1
THACO:	19
No. of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	None
Special Defenses:	See below
Saving Throw:	17
Movement:	12
Intelligence:	Non-
Alignment:	Neutral
Treasure Type:	None
Size:	Man-sized, 6 feet tall
Experience Points:	65

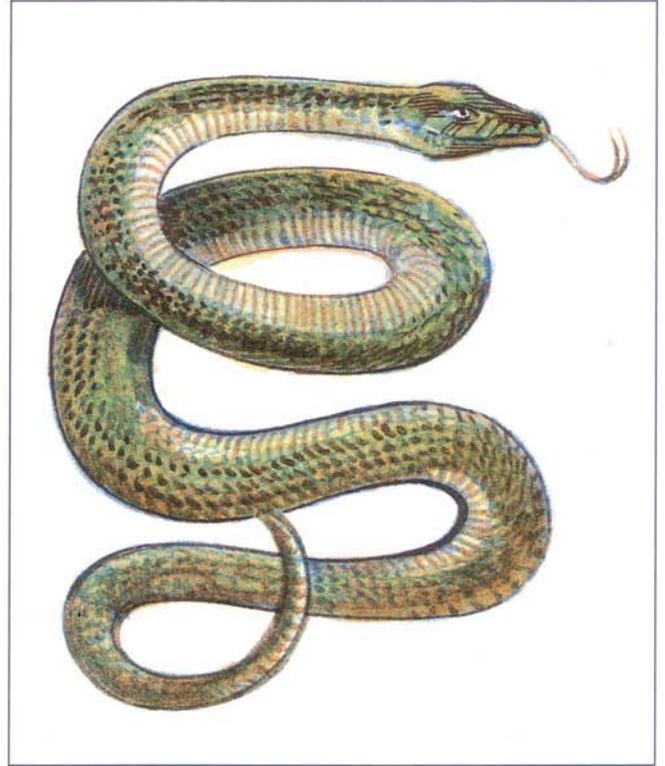
Evil wizards and clerics make skeletons to guard treasures and to be their undead soldiers.

Skeletons always attack with rusty weapons, such as swords or spears. However, they always do 1d6 points of damage, no matter what weapon they carry.

Edged and piercing weapons, such as swords, axes, and spears, only do half damage to skeletons. Blunt weapons, such as maces and staves, do normal damage.

Skeletons are immune to *sleep*, *charm*, *hold*, and *fear* spells. They take no damage from cold, but can be burnt by fire. Skeletons can be turned by clerics.

Snake, Constrictor

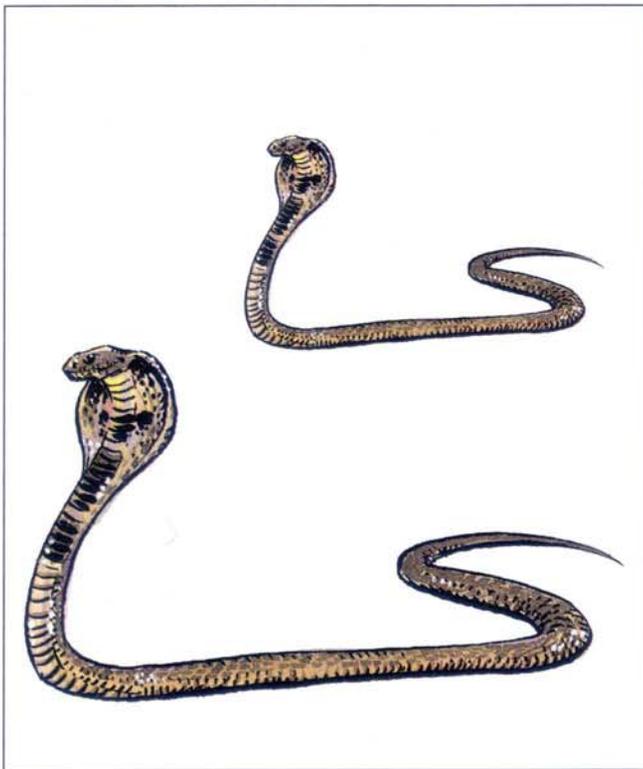


Armor Class:	6
Hit Dice:	3+2
THACO:	17
No. of Attacks:	1
Damage/Attack:	1d3 or 1
Special Attacks:	Squeeze
Special Defenses:	None
Saving Throw:	16
Movement:	9
Intelligence:	Animal
Alignment:	Neutral
Treasure Type:	None
Size:	Man-sized, 15 feet long
Experience Points:	175

Constrictor snakes hide in tree branches or other concealed places up high. They drop down on their victims suddenly and silently. If this first attack succeeds, the character is wrapped up in the snake's coils. Every round after that the character takes 1d3 points of damage. The snake also can bite for 1 point of damage, but only does so if it cannot wrap up its victim.

A trapped person can escape with a successful Strength check, but has a -2 penalty to the roll. Anyone attacking the snake has a 20% chance of hitting the wrapped up character instead of the snake. (Roll percentile dice after the attack roll succeeds to see who was hit.)

Snake, Poisonous



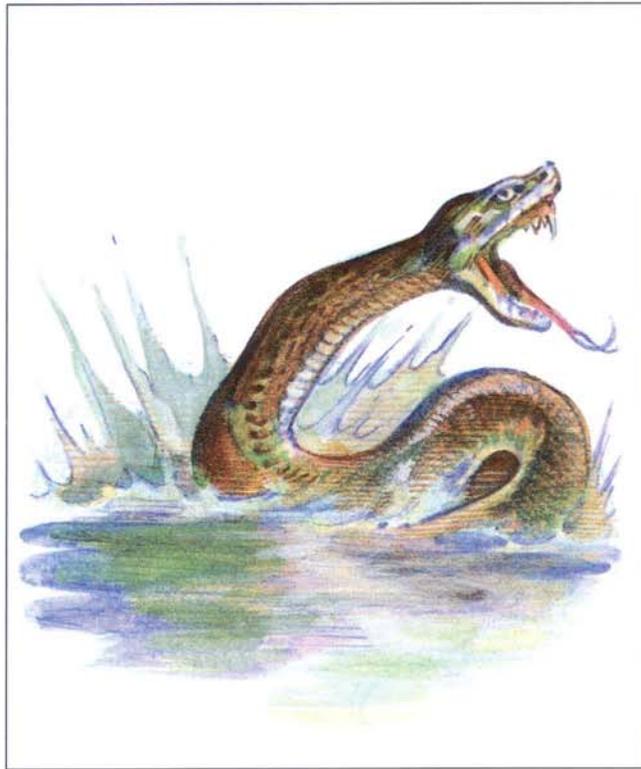
Armor Class:	6
Hit Dice:	2+1
THACO:	19
No. of Attacks:	1
Damage/Attack:	1
Special Attacks:	Poison
Special Defenses:	None
Saving Throw:	17
Movement:	15
Intelligence:	Animal
Alignment:	Neutral
Treasure Type:	None
Size:	Small, 5 feet long
Experience Points:	175

Poisonous snakes hide in small crevices and holes, usually down low. Early in the morning, they sometimes lie on sunny rocks or other warm places to make themselves warmer. When hunting, these snakes slither about looking for their prey. Otherwise, they stay in their dens.

The snake only attacks if it is disturbed or cornered. Unfortunately, characters sticking their hands into a snake's hole disturb it. Sometimes a character just walks too close to a poisonous snake, triggering an attack as well.

While the bite of the snake only does 1 point of damage, the victim must make a saving throw or take damage from the snake's deadly venom.

Snake, Giant Poisonous



Armor Class:	5
Hit Dice:	4+2
THACO:	17
No. of Attacks:	1
Damage/Attack:	1d3
Special Attacks:	Poison
Special Defenses:	None
Saving Throw:	16
Movement:	15
Intelligence:	Animal
Alignment:	Neutral
Treasure Type:	None
Size:	Man-sized, 12 feet long
Experience Points:	420

These snakes are larger versions of the poisonous snake. They are more aggressive and attack anything that comes near them. Unlike smaller snakes, when they are hunting they will make unprovoked attacks on smaller humanoids, like dwarves and gnomes. Unfortunately, these snakes do not realize they cannot swallow such characters until after they have already bitten them.

While the bite of the snake only does 1d3 points of damage, the victim must make a saving throw or take damage from the snake's deadly venom.

Spider, Large



Armor Class:	8
Hit Dice:	1+1
THACO:	19
No. of Attacks:	1
Damage/Attack:	1
Special Attacks:	Poison
Special Defenses:	None
Saving Throw:	17
Movement:	6, Web 15
Intelligence:	Animal
Alignment:	Neutral
Treasure Type:	O, V
Size:	Small, 2-foot body
Experience Points:	175

All spiders are extremely aggressive hunters. Large spiders build strong, sticky webs. They lurk in nearby holes, out of sight, until something wanders into the web. Anyone stuck in a web can get out with time. It takes one round for anyone with a Strength of 18/01 or above. It takes two rounds for a person with a normal 18 Strength, and an extra round for each point of Strength below 18.

These spiders attack any entangled characters with a +4 attack roll bonus. The entangled characters cannot attack at all. The bite of the spider only does 1 point of damage, but bitten characters must make successful saving throws or suffer poison damage.

Spider, Giant Trap Door



Armor Class:	4
Hit Dice:	4+4
THACO:	15
No. of Attacks:	1
Damage/Attack:	1d8
Special Attacks:	Poison
Special Defenses:	None
Saving Throw:	14
Movement:	15
Intelligence:	Low
Alignment:	Chaotic evil
Treasure Type:	C
Size:	Large, 12-foot body
Experience Points:	975

Giant trap door spiders do not build webs. They hide in camouflaged tunnels and holes. They wait to leap out at their victims, who get a -6 penalty to their surprise roll. They can leap as much as 30 feet through the air at their victims.

Giant trap door spiders usually hunt alone, although they have been known to hunt in small packs. The evil duergar dwarves sometimes ride these spiders as mounts. The spiders will not tolerate a saddle, but do allow them to use reins.

The bite of the giant spider is a vicious wound. Even worse is the poison they inject into it. Bitten characters must make a successful saving throw to not get hurt by the poison.

Sprite



Armor Class:	6
Hit Dice:	1
THACO:	19
No. of Attacks:	1
Damage/Attack:	1d4 (sword) or 1d3 (arrow)
Special Attacks:	Sleep poison
Special Defenses:	Invisibility
Saving Throw:	17
Movement:	9, Fly 18
Intelligence:	Very
Alignment:	Neutral good
Treasure Type:	C
Size:	Small, 2 feet tall
Experience Points:	None

Sprites hate all evil and ugliness. They are very willing to fight for their principles. Sprites will befriend the characters if they are treated nicely. They are hard to bargain with. They rarely keep their promises, simply because they forget about them. Sprites love to play practical jokes.

Anyone struck by a sprite's arrow must save vs. poison or fall asleep for 1d6 hours. The sprites move sleeping victims far away and take away all of their weapons.

Sprites can become *invisible* and *detect good/detect evil* at any time. While invisible they get a +2 attack roll bonus and a +4 Armor Class bonus. When they attack, they become visible. They must use the next round to become invisible again.

Toad, Giant



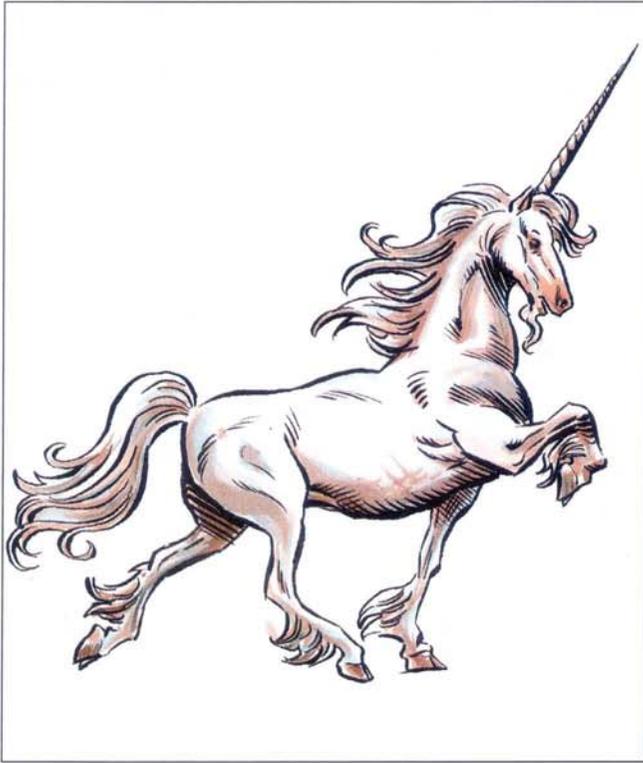
Armor Class:	6
Hit Dice:	2+4
THACO:	19
No. of Attacks:	1
Damage/Attack:	2d4
Special Attacks:	Leap
Special Defenses:	None
Saving Throw:	16
Movement:	6, Hop 6
Intelligence:	Animal
Alignment:	Neutral
Treasure Type:	None
Size:	Man-sized, 5 feet long
Experience Points:	120

When hunting, giant toads remain motionless in some concealed place until they see something to attack. Characters get a -3 penalty to their surprise rolls because of these surprise tactics. Giant toads will attack almost anything man-sized or smaller, preferring dwarves, gnomes, and the like.

These toads can jump up to 60 feet. The height of the jump is a third of the distance. On a 60-foot jump the toad rises 20 feet. It can attack flying creatures in mid-air or anything on the ground next to where it lands.

The skin of a giant toad can be made into hide armor. Hide armor provides an Armor Class of 6. A leather worker can do this for 10 gold pieces.

Unicorn



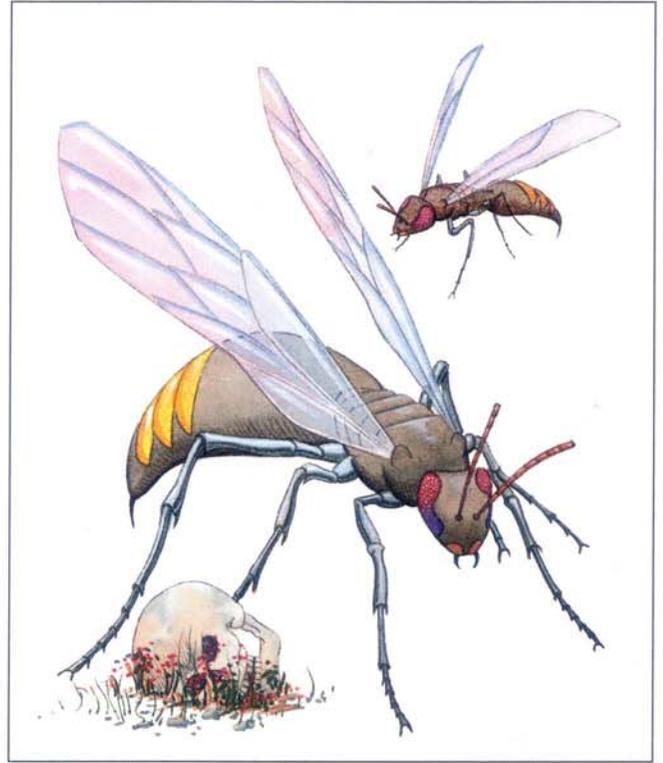
Armor Class:	2
Hit Dice:	4+4
THACO:	15
No. of Attacks:	3
Damage/Attack:	1d6/1d6/1d12
Special Attacks:	Charge
Special Defenses:	See below
Saving Throw:	14
Movement:	24
Intelligence:	Average
Alignment:	Chaotic good
Treasure Type:	V (potions only)
Size:	Large, 5 feet at the shoulder
Experience Points:	None

The magical unicorn protects a forest from harm. It is pure white in color with a single horn two to three feet long in the center of its forehead. Sometimes a unicorn will allow an elf or a fair maiden of pure heart to ride it, and if it is treated kindly, becomes a friend for life.

Unicorns can sense creatures 240 yards away, and they move very quietly so that enemies receive a -6 penalty to their surprise rolls. A unicorn attacks by kicking with its front hooves and thrusting with its horn. The unicorn gets a +2 bonus to hit with its magical horn. A unicorn can also charge from at least 30 feet away, getting an additional +4 bonus to hit and doing 3d12 points of damage with its horn.

Once per day a unicorn can *teleport* within 360 yards. Unicorns can never be poisoned or *charmed* or *held* by magic.

Wasp, Giant



Armor Class:	4
Hit Dice:	4
THACO:	17
No. of Attacks:	2
Damage/Attack:	2d4 (bite)/1d4 (stinger)
Special Attacks:	Poison
Special Defenses:	None
Saving Throw:	16
Movement:	6, Fly 21
Intelligence:	Non-
Alignment:	Neutral
Treasure Type:	R
Size:	Man-sized, 5 feet long
Experience Points:	420

These giant insects live in immense hives. Their hives are made of thick, gray, paperlike stuff. One hive usually fills an entire room of a cave.

Giant wasps bite and sting when they attack. The sting forces the victim to make a saving throw. If the saving throw fails, the poison will do its damage after the normal onset time. However, the poison also immediately paralyzes the victim. As soon as a wasp has paralyzed a person, it will carry that person off to the hive to become food for the newly hatched eggs.

Smoke and flame drive away wasps. Wasp wings burn easily, making wasps unable to fly. Giant wasps never get surprise, since their buzzing wings can be heard far away.

Werebear



Armor Class:	2
Hit Dice:	7+3
THACO:	13
No. of Attacks:	3
Damage/Attack:	1d3/1d3/2d4
Special Attacks:	Hug for 2d8
Special Defenses:	Only hurt by silver or +1 or better magical weapons or spells
Saving Throw:	13
Movement:	9
Intelligence:	Exceptional
Alignment:	Chaotic good
Treasure Type:	R, V
Size:	Large, 9 feet tall
Experience Points:	None

Werebears are good creatures that will befriend the characters if treated nicely. A werebear has two different shapes it can choose between. It can be a human or a black bear. It takes a full round to change shape.

In human form, werebears use battle axes (1d8+2 damage) or spears (1d6+2 damage). In bear form, if both paws hit in the same round, a werebear can try to hug for 2d8 more points of damage. On all future rounds it can automatically squeeze and do hug damage.

Werebears can summon 1d6 brown bears, which arrive in 2d6×10 minutes (see the bear description, earlier). A werebear has the power to *cure disease*.

Werewolf



Armor Class:	5
Hit Dice:	4+3
THACO:	15
No. of Attacks:	1
Damage/Attack:	2d4
Special Attacks:	None
Special Defenses:	Hurt only by silver or +1 or better magical weapons or spells
Saving Throw:	16
Movement:	15
Intelligence:	Average
Alignment:	Chaotic evil
Treasure Type:	B
Size:	Man-sized, 6 feet tall
Experience Points:	420

Werewolves have three different shapes: wolf, wolfman, and normal-looking human. See the wolf description later for that shape. It takes a full round to change shape.

Anyone bitten by a werewolf has a 1% chance per point of damage done of becoming a werewolf. Roll this after the adventure. The temple in town will cure the character for 5,000 gold pieces. If left uncured, there is a 25% chance per adventure of the character turning into a werewolf and attacking the party.

Werewolves can use weapons in human form. They almost never use weapons in wolfman form. Werewolves and werebears hate each other.

Wight

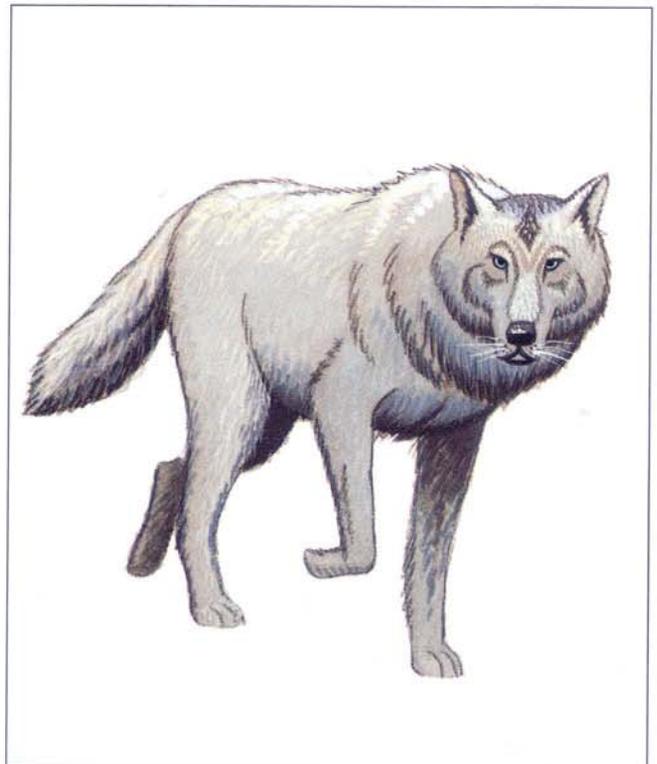


Armor Class:	5
Hit Dice:	4+3
THACO:	15
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	Energy drain
Special Defenses:	Hurt only by silver or +1 or better magical weapons or spells
Saving Throw:	16
Movement:	12
Intelligence:	Average
Alignment:	Lawful evil
Treasure Type:	B
Size:	Man-sized, 6 feet tall
Experience Points:	1,400

Wights are perhaps the most fearsome of all undead creatures currently known. A successful attack by a wight automatically drains a level of experience. The character's experience points are lowered so that they are halfway between his current level and the previous one. He must then roll his Hit Die to see how many hit points are lost. All other abilities based on the character's level are changed immediately. Lost levels are gone forever. Anyone killed by a wight becomes a wight immediately.

Wights are immune to *sleep*, *charm*, *hold* and *fear* spells. They cannot be hurt by cold, poison, or paralyzation. They can be turned by clerics.

Wolf



	Wolf	Worg
Armor Class:	7	6
Hit Dice:	2+2	3+3
THACO:	19	17
No. of Attacks:	1	1
Damage/Attack:	1d4+1	2d4
Special Attacks:	None	None
Special Defenses:	None	None
Saving Throw:	17	17
Movement:	18	18
Intelligence:	Low	Low
Alignment:	Neutral	Neutral evil
Treasure Type:	None	None
Size:	Small, 3 feet tall	Man-sized, 5 feet tall
Experience Points:	65	120

Wolves travel in packs. There is a 25% chance that the pack has recently fed and will not attack. Wolves will continue to attack so long as there are more of them than there are of whatever they are hunting. Wolves do not often attack people unless they are charmed or diseased.

Giant wolves, called worgs, are often used as mounts by goblins, but are sometimes encountered in packs of their own. These horrible wolves are smart and evil. Worgs even have a primitive, barking language of their own. They attack people without provocation and relish the taste of human and humanoid flesh.

Zombie



Armor Class:	8
Hit Dice:	2
THACO:	19
No. of Attacks:	1
Damage/Attack:	1d8
Special Attacks:	None
Special Defenses:	See below
Saving Throw:	17
Movement:	6
Intelligence:	Non-
Alignment:	Neutral
Treasure Type:	None
Size:	Man-sized, 6 feet tall
Experience Points:	65

These mindless, moving corpses take orders from the evil wizards or clerics who made them. These undead monsters are like robots and cannot think for themselves, which makes them very slow. The rotting stench of zombies can be smelled up to 100 feet away.

In a fight, a zombie always loses initiative and acts last. Zombies cannot use weapons. They attack with their fists. Zombies keep attacking until they are destroyed or told to stop by their masters.

Zombies are immune to *sleep*, *charm*, *hold* and *fear* spells. Cold, poison, and paralysis cannot hurt them either. A cleric can turn a zombie.

Zombie, Ju-Ju



Armor Class:	6
Hit Dice:	3+12
THACO:	15
No. of Attacks:	1
Damage/Attack:	1d10+2
Special Attacks:	None
Special Defenses:	Hurt by only +1 or better magical weapons or spells
Saving Throw:	14
Movement:	9
Intelligence:	Low
Alignment:	Neutral evil
Treasure Type:	None
Size:	Man-sized, 6 feet tall
Experience Points:	975

These living corpses take orders from the evil wizards or clerics who made them using special, extremely evil and difficult processes. They have simple minds, full of hate and anger. The rotting stench of ju-ju zombies can be smelled up to 100 feet away.

Ju-ju zombies *can* use weapons, even bows and arrows. They can climb walls like thieves, with a 92% chance of success. They are immune to *sleep*, *charm*, *hold*, *fear* and *magic missile* spells. Cold, electricity, poison, and paralysis cannot hurt them. Blunt and piercing weapons, like maces and spears, do half damage to them. Edged weapons, like swords and axes, do normal damage. A cleric *cannot* turn ju-ju zombies.

Treasure Types

Treasure Type	Copper Pieces	Silver Pieces	Gold Pieces	Gems	Magical Items
A	25% 1d3×1,000	30% 2d10×100	40% 1d6×1,000	60% 1d4×10	30% Any 3
B	50% 1d6×1,000	25% 1d3×1,000	25% 2d10×100	30% 1d8	10% Armor or weapon
C	20% 1d10×1,000	30% 1d6×1,000	None	25% 1d6	10% Any 2
D	10% 1d6×1,000	15% 1d10×1,000	50% 1d3×1,000	30% 1d10	15% Any 2, and 1 potion
E	5% 1d6×1,000	25% 1d10×1,000	25% 1d4×1,000	15% 1d12	25% Any 3, and 1 scroll
F	None	10% 3d6×1,000	40% 1d6×1,000	20% 2d10	30% Any 5, but no weapons
G	None	None	50% 2d10×1,000	30% 3d6	35% Any 5
H	25% 3d6×1,000	40% 2d10×1,000	55% 2d10×1,000	50% 3d10	15% Any 6
I	None	None	None	55% 2d6	15% Any 1

Individual and Small Lair Treasures

Treasure Type	Copper Pieces	Silver Pieces	Gold Pieces	Gems	Magical Items
O	1d4×10	1d3×10	None	None	None
R	None	None	2d10	2d4	None
V	None	None	None	None	Any 2

Treasure Types

The Treasure Type table is used to find out what kind of treasure a particular monster has. To use it, first find the treasure type for the monster. These are given in the descriptions of monsters earlier in this book. Then look the treasure type up in the first column of the Treasure Types table above.

The rest of the columns in the table list what different kinds of items a monster's treasure can be made of: copper pieces, silver pieces, gold pieces, gems, and magical items. Under each of these columns is a percentage chance that that kind of item is in a monster's treasure.

Roll the percentage chance for each kind of item. If the roll is less than or equal to the percent, that kind of item is in the treasure. The die roll below the percentage chance shows how many of the items are there.

For example, werewolves have treasure type B. There is a 50% chance that there are copper coins in the werewolves' treasure. If so, there are 1d6 times 1,000 copper pieces present.

It is possible for a monster to have no treasure if all of the percentage die rolls come out too high. The next time this type of monster is fought by the player characters the monster's treasure will be different because the Treasure Types table gives different results each time it is used.

The individual and small lair treasures don't have a percentage score for the kinds of items. The kinds of items with die rolls listed under them are automatically there. Just roll to see how many of each kind there are. In the complete AD&D® game, there are more treasure types, one for each letter of the alphabet.



Ring of Protection

Treasure Generation

1d100 Type of Magical item

- 1–20 Potion
- 21–35 Scroll
- 36–40 Ring
- 41–45 Staff or wand
- 46–60 Miscellaneous magical item
- 61–75 Armor
- 76–85 Weapon
- 86–100 Unusual weapon

1d8 Potion

- 1 Elixir of health
- 2 Fire resistance
- 3 Flying
- 4 Giant strength
- 5 Healing
- 6 Invisibility
- 7 Poison
- 8 Speed

1d8 Scroll

- 1 One wizard spell
- 2 Two wizard spells
- 3 Three wizard spells
- 4 Four wizard spells
- 5 One cleric spell
- 6 Two cleric spells
- 7 Three cleric spells
- 8 Cursed

1d8 Ring

- 1 Clumsiness
- 2 Feather falling
- 3 Fire resistance
- 4 Free action
- 5 Invisibility
- 6 Protection
- 7 Shocking grasp
- 8 Weakness

1d8 Staff or Wand

- 1 Fear
- 2 Fire
- 3 Illumination
- 4 Lightning
- 5 Magic missiles
- 6 Paralyzation
- 7 Staff of curing
- 8 Staff of the serpent

1d20 Miscellaneous Magical Item

- 1 Boots of dancing
- 2 Boots of elvenkind
- 3 Bracers of archery
- 4 Bracers of defenselessness
- 5 Carpet of flying
- 6 Cloak of elvenkind
- 7 Cloak of protection
- 8 Crystal ball
- 9 Dust of appearance
- 10 Gauntlets of fumbling
- 11 Gauntlets of ogre strength
- 12 Gloves of missile snaring
- 13 Horn of fog
- 14 Ioun stone
- 15 Necklace of adaptation
- 16 Portable hole
- 17 Rope of climbing
- 18 Rope of constriction
- 19 Stone of good luck (Luckstone)
- 20 Stone of weight (Loadstone)

1d6 Type of Armor

- 1–3 Shield
- 4 Leather
- 5 Chain mail
- 6 Plate mail

1d8 Type of Weapon

- 1 Arrows (2d6)
- 2 Battle axe
- 3 Bow
- 4 Mace
- 5 Hand axe
- 6–7 Long sword
- 8 Spear

1d8 Combat Bonus or Penalty

- 1–2 –1
- 3–5 +1
- 6–7 +2
- 8 +3

1d8 Unusual Weapon

- 1 Axe of hurling
- 2 Mace of disruption
- 3 Short sword of quickness
- 4 Sword of berserking, cursed
- 5 Sword +1, flame tongue
- 6 Sword +1, luck blade
- 7 Sword +4, defender
- 8 Sword of wounding

Treasures List

The magical items listed in the Treasure Generation tables are explained here. DMs should feel free to make up their own magical items using these as examples. The AD&D game *DUNGEON MASTER® Guide* describes hundreds more magical items.

Potions

A potion comes in a glass bottle. The liquid inside can be any color or thickness the DM wants to make it. For the potion to work, the character has to drink the whole thing. Unless it says otherwise, the potion lasts for 1d4+4 rounds.

Elixir of Health: This elixir cures blindness, deafness, disease, insanity, mental weaknesses, infection, and rot. It also gets rid of parasites and cures poison if the poison has not caused any points of damage yet. It does not get back hit points lost for any reason.



Elixir of Health

Fire Resistance: Characters drinking this become immune to normal fires. They get a +4 saving throw bonus against damage caused by magical fire, like *fireball* spells, and all damage caused by magical fire is reduced by 2 points on each die of damage rolled.

Flying: This works the same as the wizard's *fly* spell.



Potion of Giant Strength

Giant Strength: This potion only works on fighters. The fighter gets a Strength of 19! He gets a +3 bonus to attack rolls and a +7 bonus to damage rolls.

Healing: Drinking this potion heals 2d4+2 hit points of damage immediately.

Invisibility: This works the same as the wizard's *invisibility* spell.

Poison: Drinking this forces characters to make a saving throw or lose 15 hit points. Characters know immediately that they have drunk poison, but do not have to make the saving throw (or take the damage) for 1d20+10 rounds. The poison can be smeared on a sharp weapon to do the same thing to a monster.

Speed: This works the same way as the wizard's *haste* spell, but only on the person drinking it. It lasts 5d4 rounds.

Scrolls

Scrolls are found in fancy tubes called scroll cases. Most scrolls have wizard or cleric spells on them. Only wizards can read



Magical Scroll

wizard scrolls, and only clerics can read cleric scrolls. Roll 1d3 for each spell on a scroll to see what level it is. To see which spell of that level is present, roll 1d12 for wizard spells or 1d10 for cleric spells. If the spell has a reverse form, there is a 50% chance the reverse form is substituted for it on the scroll.

A *read magic* is needed to identify the spells on a wizard scroll. If *read magic* is used by a wizard on a cleric scroll, it tells the wizard that the spells are cleric spells. Clerics can always identify the spells on a cleric scroll by scanning through it. Once identified, spells can be read at any time from a scroll to cast them. Once the spell is cast from the scroll, it is gone forever.

Cursed Scroll: The curse on the scroll happens as soon as it is read, even if it is with a *read magic* spell. Roll on the table below to see what kind of curse is on the scroll. A *remove curse* spell will undo the scroll's effects. The temple in town also removes curses for 500 gold pieces each.

1d6 Curse

- 1 Bad luck, a -1 penalty on all die rolls.
- 2 Reader's Strength score is cut in half.
- 3 Reader becomes blind.
- 4 Reader must make a successful saving throw every time she or he sees a monster, or else flee in terror.
- 5 Reader loses all memorized spells.
- 6 Reader is turned into a mouse.

Rings

Rings must be worn on fingers. A hand can have no more than one magical ring on it.

Clumsiness: This ring has the power of another type of ring as well (roll again to see which one). However, anytime it is used in combat against an enemy, its curse takes over. The wearer's Dexterity is cut in half. Thieves' skills are cut in half. Spells can only be cast if the wearer makes a successful saving throw first. Only a *dispel magic* lets the wearer take off the ring. The *dispel magic* spell makes it a normal, unmagical ring forever.



Ring of Fire Resistance

Feather Falling: Any time the wearer falls more than 5 feet, the ring instantly casts a *feather fall* spell (same as the wizard spell).

Fire Resistance: The character becomes immune to normal fires. The wearer gets a +4 saving throw bonus against damage caused by magical fire, like *fireball* spells, and all damage caused by magical fire is reduced by 2 points on each die of damage rolled.

Free Action: The wearer is immune to *hold person* and *slow* spells. She or he can move at full speed in mud, snow, webs and underwater.

Invisibility: The wearer can become invisible any time she or he wants, just like the wizard *invisibility* spell.

Protection: The wearer gets a +3 bonus to Armor Class (AC 5 would become AC 2) and to all saving throws.



Ring of Shocking Grasp

Shocking Grasp: If the wearer touches a monster as an attack, it takes 1d8+6 points of damage. After three successful attacks, the ring must rest and recharge for 10 rounds before it can cause damage again.

Staves and Wands

A staff is a thick, wooden stick about 5 or 6 feet long. A wand is a thin, wooden stick about 1 foot long. Both have charges. Staves have 1d20+5 charges. Roll 1d100 for the charges of a wand. (A wand always has at least 20 charges, so increase the number to 20 if you roll less than that.) It costs one charge to use a staff or wand once. Some things that staves and wands can do cost extra charges.

Wand of Fear: It shoots out a cone of yellow light that is 60 feet long and 20 feet wide at the far end. Anyone in the area of the light must make a successful saving throw or run away in fear. Clerics or wizards can use this wand.



Wand of Fire

Wand of Fire: This wand can shoot out a fireball up to 160 feet away. It costs two charges to do this, instead of the normal one charge. The fireball acts just like the wizard *fireball* spell, but it does 6d6 points of damage. Only wizards can use this wand.

Wand of Illumination: This wand can cast *light* or *continual light* spells. The *light* spell is the wizard version and is cast as if by a 6th-level wizard. The *continual light* spell is the same as the cleric *continual light* spell. Casting *continual light* takes two charges. Anyone can use this wand.

Wand of Lightning: A touch of this wand in combat does 1d10 points of damage with an electrical shock. The target gets no saving throw. Ignore the target's armor if it is metal (but count its magical pluses, if it has any). Treat nonmetal armor normally, as well as other magical protections.

For two charges, the wand will cast a *lightning bolt* spell. Only wizards can use this wand.

Wand of Magic Missiles: One charge creates one *magic missile* (as the wizard spell). Two charges creates two missiles. No more than two missiles can be fired in a single round. Anyone can use this wand.

Wand of Paralyzation: A blue light shoots out up to 60 feet from the wand to strike a creature. The creature gets to make a saving throw to avoid the beam of light. If the saving throw is failed, the target is paralyzed for 5d4 rounds. Only wizards can use this wand.



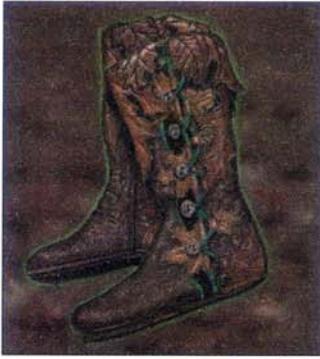
Wand of Paralyzation

Staff of Curing: A charge from this staff can cure blindness, cure insanity, cast a *cure disease* spell, or cast a *cure light wounds*. It can only be used once each day on any particular person. Each function can only be used twice a day total. Only clerics can use this staff.

Staff of the Serpent: Only clerics can use this staff. It acts as a *quarterstaff* +2 in combat. If the cleric throws the staff on the ground, it turns into a 15-foot-long constrictor snake (just like the one in the Monsters chapter of this book, but with 26 hit points). The snake has full hit points every time the cleric changes the staff to a snake. The snake becomes a staff whenever the cleric orders it to. This staff *does not* have or use charges. However, if the staff is killed in constrictor snake form, the staff is destroyed.

Miscellaneous Magic

These unusual items come in all shapes and sizes. Each is unique and unrelated to the others.



Boots of Elvenkind

Boots of Dancing: These cursed boots will magically stretch or shrink to fit anyone. When the wearer gets in a fight (even if he is trying to run away from one), the boots begin to dance. The wearer cannot move or attack. He has a -4 penalty to his Armor Class and a -6 penalty to all saving throws.

Only a *remove curse* spell will allow him to take the boots off.

Boots of Elvenkind: The wearer never makes any sounds with his feet while he is wearing these.

Bracers of Archery: The wearer gets a +2 attack roll bonus with any type of bow and a +1 bonus to his damage roll with arrows fired from a bow.



Bracers of Archery

Bracers of Defenselessness: These seem to improve a character's Armor Class by two until the wearer is attacked by a creature that is really trying to kill him. At that time, the character's Armor Class becomes a 10, and all shields and magical items that improve Armor Class are ignored. Only a *remove curse* spell will let the character take the bracers off.

Carpet of Flying: This rug is 9 feet long and 6 feet wide. It can hold up to four people and flies with a speed of 24.

Cloak of Elvenkind: The wearer is completely invisible when he is in the forest or outdoors. In other dark or dim places, he has a 90% chance of not being seen. Even in brightly lit places he only has a 50% chance of being seen.

Cloak of Protection: This cloak gives its wearer a +3 bonus to his Armor Class and saving throws. It works with other magical protection devices and leather armor. It does not work if the wearer has magical leather armor or any kind of magical or nonmagical metal armor.

Crystal Ball: Only wizards can use a *crystal ball*. This ball can be used to look at any place or find an object or person. The wizard must know or have seen the person, place, or thing that he is trying to see in the *crystal ball*. If the wizard knows the subject very well, he can call it up without any problems. If he does not know it very well at all, he has only a 50% chance.

The *crystal ball* can be used a lot, but only once a day for each subject. It only shows a picture of where the person, place, or thing is. It will not show how to get there or tell the wizard the name of the place.

Dust of Appearance: This dust cancels *invisibility*, *mirror image*, and any other spell or magical item that hides the true location of an object or creature. This includes the *cloak of elvenkind*. It comes in a tube that can blow dust in a cone 15 feet wide and 20 feet long.

Gauntlets of Fumbling: These gauntlets look like *gauntlets of ogre power*. When they are put on, the character's Dexterity goes down by two points. Also, he has a 50% chance each round of dropping something he is holding. It takes a *remove curse* spell to get the gloves off.

Gauntlets of Ogre Power: These metal gloves look like normal armor. However, the wearer is super strong, getting a +3 attack bonus and a +6 damage bonus with weapons (except arrows shot from a bow). The wearer can lift almost 500 pounds. However, he can only carry up to 330 pounds.

Gloves of Missile Snaring: The wearer can catch anything small that is thrown at him or shot at him. This includes arrows, hand axes, daggers, rocks, and even spears.

Horn of Fog: This horn looks like a trumpet made from an animal's horn, capped with a silver mouthpiece. When blown, a thick cloud of fog comes out. Each round of blowing makes a 10x10-foot square of fog. The cloud lasts 2d4 rounds after the horn stops.



Gloves of Missile Snaring



Horn of Fog



Ioun Stone

Ioun Stone: These colored stones look just like gems and jewels. The stones come in all sorts of colors. When a character holding a stone opens his hand, the stone flies up and begins circling his head. The stone keeps working until it is grabbed and taken away. If the stone itself is attacked, it has an Armor Class of -4 and 10 hit points. Ioun stones do many things, including improving a character's

attributes. Character attributes cannot go any higher than 18.

- 1d12 What the Ioun Stone Does**
- 1 Add one point to Strength.
 - 2 Add one point to Dexterity.
 - 3 Add one point to Constitution.
 - 4 Add one point to Intelligence.
 - 5 Add one point to Wisdom.
 - 6 Add one point to Charisma.
 - 7 Creature does not need to breathe.
 - 8 Creature heals 1 hp every 10 rounds.
 - 9 Gem absorbs 2d6 spells.
 - 10 +1 Armor Class bonus.
 - 11–12 Dead and useless ioun stone.



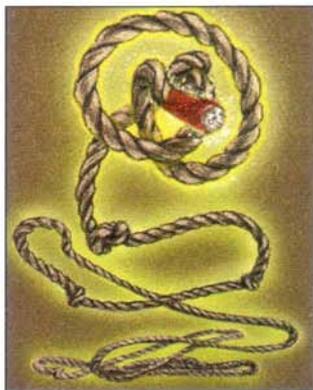
Necklace of Adaptation

Necklace of Adaptation: Whoever wears this necklace adapts his breathing to any environment. He can breathe water, ignore poisonous gas, and even live without air for up to a week.

Portable Hole: This is a circle of black cloth 6 feet across. It is very thin and light, and can be folded up small enough to fit in a pocket. If it is laid against a solid surface, it makes a magical hole 10

feet deep. It does not make a hole through a door or wall. Characters cannot put it on a door and walk through to the room on the other side. The hole goes away when it is picked up. Anything in the hole when it is picked up is trapped until the hole is spread open again. The air in the hole runs out after 10 rounds.

Rope of Climbing: This 60-foot-long rope only weighs three pounds, but is strong enough to support 3,000 pounds. It will move in whatever direction the user tells it to. It moves 10 feet each round. It can be told to tie itself to an object, and then later told to untie itself. It can even be told to make climbing knots every foot. Climbing knots shorten the rope to 50 feet. It cannot be used to attack a creature.



Rope of Climbing

Rope of Constriction: This rope looks like a *rope of climbing*. However, when commanded to act, it loops around the neck of the user and up to 1d4 other creatures within 10 feet. Each person must make a saving throw or be strangled for 2d6 points of damage. This damage keeps

happening each round until all the creatures are dead, the rope is hacked to pieces, or until a *dispel magic* spell is cast on the rope.

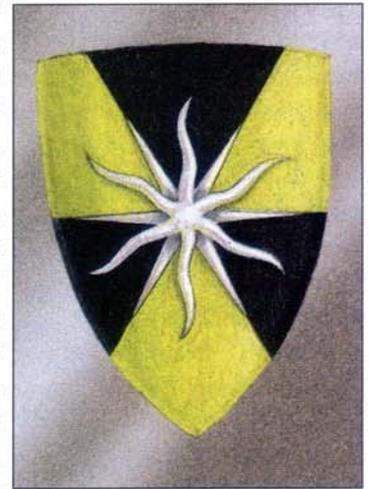
Anyone caught in the rope cannot attack or cast spells. Other people can attack the rope. The rope is Armor Class –2 and has 22 hit points. Only sharp weapons can cause damage to the rope.

Stone of Good Luck: This looks like a cheap gemstone. The owner gets a +1 bonus to all die rolls and saving throws (+5% bonus for thieves' skill checks), except attack rolls and damage rolls.

Stone of Weight: This stone looks like a *stone of good luck*. While carrying it, the user moves at half his normal rate and feels like he is carrying a heavy pack. It can only be gotten rid of by the clerics at the temple. They charge 500 gold pieces to get rid of it.

Armor and Weapons

First, roll on either the Type of Armor table or the Type of Weapon table to see what kind of armor or weapon has been found. Then roll on the Combat Bonus or Penalty table to see what the combat bonus or penalty is. Armor always has an Armor Class bonus. For example, a suit of chain mail normally gives its wearer an Armor Class of 5. If it gets a magical +2 bonus, it now gives its wearer an Armor Class of 3.



Shield +2

Weapon combat bonuses are for both attack roll and damage. For example, Melissa's fighter, Beldar the Brave, is using a *spear* +2. Normally she would roll 1d20 for an attack roll. Since the spear has a +2 bonus, she rolls 1d20+2, and then subtracts the total from her THACO to see what Armor Class she hit. She hits her target, an orc. Spears normally do 1d6 points of damage. However, Beldar's +2 version does 1d6+2 points of damage to the orc.

Any weapon or armor that has a –1 penalty is a cursed item. It actually makes the attack roll, damage, or Armor Class worse. When tested in nonlife-threatening situations, the armor or weapon seems to have a +1 bonus. Only when it is used for real does the –1 penalty happen.

It takes a *remove curse* spell to get rid of cursed armor or weapons once they are used in real combat. Until then, the armor or weapon can be dropped at any time.

Unusual Weapons

Most of these weapons do not use the Combat Bonus or Penalty table. All of their abilities are covered below. The combat bonuses are added to both attack rolls and damage rolls, just like ordinary magical weapons.



Axe of Hurling

Axe of Hurling: Roll for the combat bonus of the weapon normally. If a -1 penalty is rolled, it becomes a 0. This means the axe gets no bonus for attack rolls or damage rolls, but no penalty either.

The axe can be thrown up to 180 feet away. It automatically returns to the thrower right away, whether or not it hits. It can be thrown again

next round. When it hits, it does 2d6 damage, plus the combat bonus. If it is not thrown, it only does 1d6 plus the combat bonus.

Mace of Disruption: This is a *mace* +1 with an extra power to hurt undead creatures. Skeletons, zombies, ghouls, shadows, and wights are instantly destroyed if hit by a *mace of disruption*. This mace is so good that any evil creature trying to pick up or use the mace takes 5d4 points of damage.

Short Sword of Quickness: This blade has a +2 combat bonus. Whoever uses it always goes first each round, no matter which side wins the initiative roll.



Short Sword of Quickness

Sword of Berserking, Cursed: This seems to be a regular *long sword* +2. However, when the user gets into a real fight, he goes berserk. He automatically attacks the nearest creature to him. He keeps attacking until nothing is left to fight within 60 feet of him. He will even attack his friends. The owner



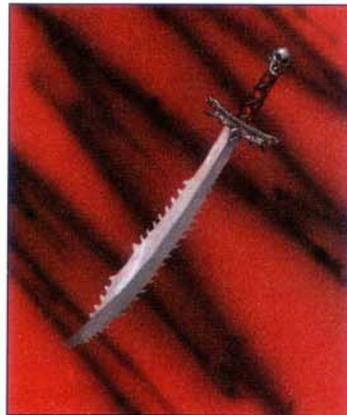
Long Sword +1, Luck Blade

can only get rid of this sword with a *remove curse* spell. If he tries to use another weapon, he drops his other weapon and draws this sword after the first round of combat.

Sword +1, Flame Tongue: Whoever uses the sword can turn it on or off. When it is "on," flames surround the blade. The flames can set fire to webs, paper, wood, or anything else that burns easily. It has several combat bonuses for different types of creatures.

Bonus	Type of Creature
+4	Undead creatures
+3	Cold-using or easily burned creatures
+2	Creatures that can regenerate
+1	Any other type of creature

Sword +1, Luck Blade: In addition to its combat bonus, this sword gives the user a +1 bonus to all saving throws.



Long Sword +4, Defender

Sword +4, Defender: Each round the user can divide up the four combat bonus points this sword has any way he wants. He can have some or all of them used as bonuses to his Armor Class, and the rest used as bonuses to his attack rolls and damage. For example, a fighter might choose to use +1 for attack and damage rolls,

and +3 for Armor Class. Next round he could change it to +4 all on attack rolls and damage.

Sword of Wounding: This blade has a +1 combat bonus. However, any wound made by this sword cannot be healed by magic or be regenerated. The victim must wait and heal normally at 1 point per full day of rest.

Also, any wound made by the sword gets bigger each round, for up to 10 rounds. The victim takes 1 extra point of damage each round from each wound. If a wound is bandaged, it stops growing and the extra damage stops.



Long Sword of Wounding

Treasure Types

Treasure Type	Copper Pieces	Silver Pieces	Gold Pieces	Gems	Magical Items
A	25% 1d3×1000	30% 2d10×100	40% 1d6×1000	60% 1d4×10	30% Any 3
B	50% 1d6×1000	25% 1d3×1000	25% 2d10×100	30% 1d8	10% Armor or weapon
C	20% 1d10×1000	30% 1d6×1000	None	25% 1d6	10% Any 2
D	10% 1d6×1000	15% 1d10×1000	50% 1d3×1000	30% 1d10	15% Any 2, and 1 potion
E	5% 1d6×1000	25% 1d10×1000	25% 1d4×1000	15% 1d12	25% Any 3, and 1 scroll
F	None	10% 3d6×1000	40% 1d6×1000	20% 2d10	30% Any 5, but no weapons
G	None	None	50% 2d10×1000	30% 3d6	35% Any 5
H	25% 3d6×1000	40% 2d10×1000	55% 2d10×1000	50% 3d10	15% Any 6
I	None	None	None	55% 2d6	15% Any 1

Individual and Small Lair Treasures

Treasure Type	Copper Pieces	Silver Pieces	Gold Pieces	Gems	Magical Items
O	1d4×10	1d3×10	None	None	None
R	None	None	2d10	2d4	None
V	None	None	None	None	Any 2

Treasure Types

The Treasure Types table is used to find out what kind of treasure a particular monster has. To use it, first find the treasure type for the monster. These are given in the descriptions of monsters earlier in this book. Then look the treasure type up in the first column of the Treasure Types table above. The rest of the columns in the table list what different kinds of items a monster's treasure can be made of. Under each of these columns is a percentage chance that that kind of item is in a monster's treasure.

Roll the percentage chance for each kind of item. If the roll is less than or equal to the percent, that kind of item is in the treasure. The die roll below the percentage chance shows how many of the items are there. For example, werewolves have treasure type B.



There is a 50% chance that there are copper coins in the werewolves' treasure. If so, there are 1d6 times 1,000 copper pieces present.

It is possible for a monster to have no treasure if all of the percentage die rolls come out too high. The next time this type of monster is fought by the player characters the monster's treasure will be different because the Treasure Types table gives different results each time it is used.

The individual and small lair treasures don't have a percentage score for the kinds of items. The kinds of items with die rolls listed under them are automatically there. Just roll to see how many of each kind there are. In the complete AD&D® game, there are more treasure types, one for each letter of the alphabet.



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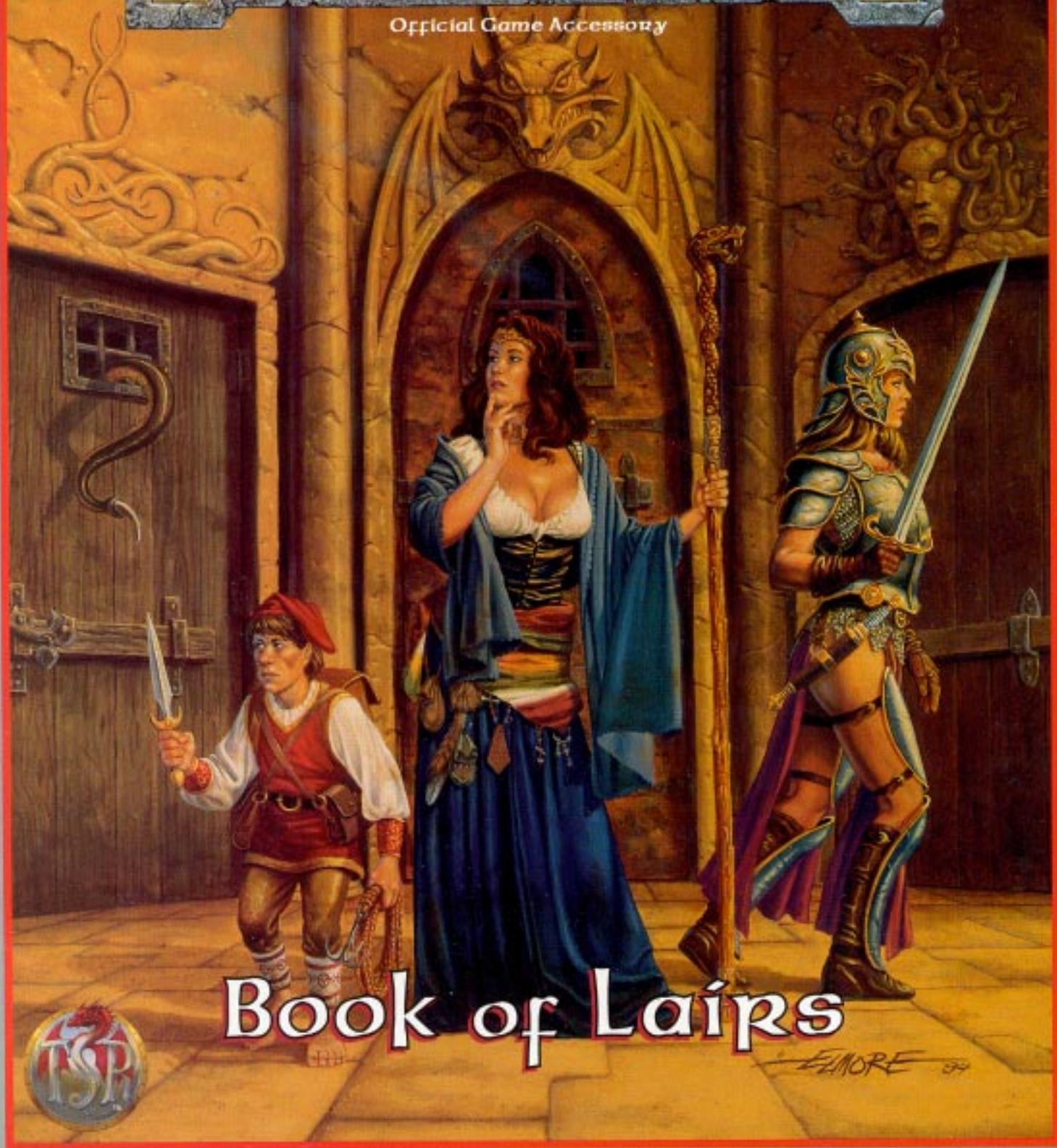
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Book of Lairs



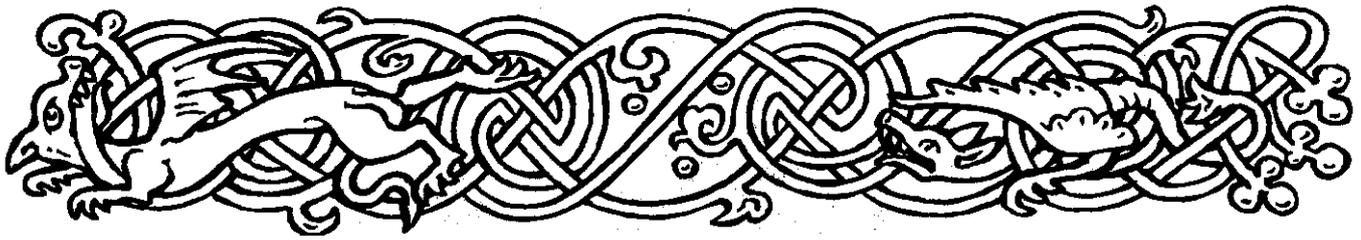
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FORGOTTEN REALMS
Book of Lairs





Book of Lairs



CREDITS

Design: Nicky Rea and Sam Witt
Editing: Anne Gray McCready
Typography: Nancy J. Kerkstra
Production: Paul Hanchette
Cartography: John Knecht & Rob Lazzaretti
Cover Art: Larry Elmore
Interior Art: Valerie Valusek

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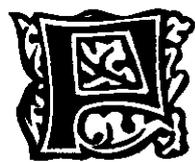
TSR Ltd.
120 Church End,
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

Book of Lairs

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How To Use This Book



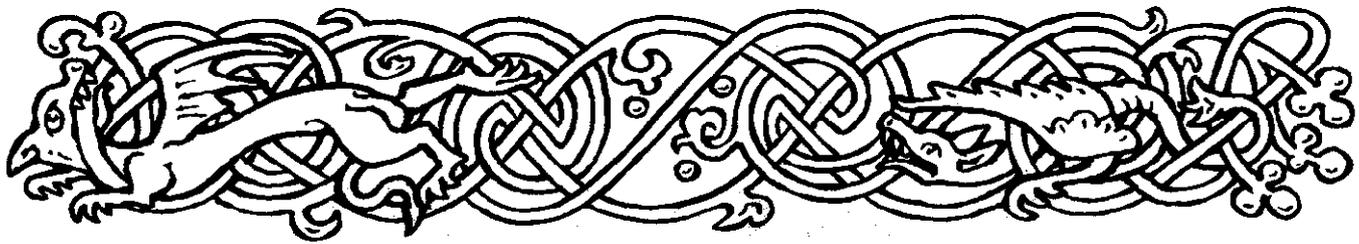
FORGOTTEN REALMS® *Book of Lairs* is intended to provide the referee with a series of pregenerated encounters to insert into any FORGOTTEN REALMS game campaign or adventure set on the world of Toril, on the continent of Faerûn. The DM may use these encounters without much preparation to start an adventure or to spice up slow spots during the middle of a game or campaign. The adventures in the book are designed to cover a broad range of PC party levels from low (1-4) to high (9+), and most assume that there will be approximately six characters in the group.

To use the FORGOTTEN REALMS *Book of Lairs* to its fullest, you will need the FORGOTTEN REALMS Campaign Setting, which details the world of Toril and the continent of Faerûn, and the AD&D® 2nd Edition MONSTROUS COMPENDIUM® FORGOTTEN REALMS Appendices (stock number 2104, MC3 and stock number 2125, MC11).

ENCOUNTER Format

The creature featured in each adventure is listed at the top of the first page of the scenario. Next to the creature's name is a number in parentheses.





This is the total number of creatures that might be met during the adventure. At the top of the first column of text is found some general information pertinent to the adventure—the terrain, the total party levels needed to play, the total gold piece (gp) experience point (XP) value of treasure to be found, the XPs that can be gained from defeating the monsters, and the story XPs for the adventure.

Below that information is a section called the *Set Up*, which offers suggestions for ways to involve the PCs in the story. Following the *Set Up* is the *Lair* section, which contains the meat of the adventure. Some of the adventures also include maps.

The listing for *Total Party Levels* helps the DM determine the power of the group for whom the adventure was designed. If a party is larger or smaller than the total party levels listed, adjustments should be made. To adjust downward for a weaker party, several options are available. Halving a creature's hit points or the amount of damage done by a trap is one solution. Another is to include some magical items with one or two charges, a helpful potion, or a gnomish invention that actually works (once) near the beginning of the adventure. In cases where the party has been hired to investigate, their patron might loan them a magical weapon or two. These would need to be returned to their rightful owner at the end of the adventure, of course.

Whenever the adventures must be made tougher, increasing the number of creatures, raising the hit points of the ones encountered, or arming them with one-use magical items can often bring the encounter up to the proper level (without the disadvantage of giving the opponents high-powered magical items, which the party would acquire upon defeating them). In all of these changes, a modification to the XP number should be made.

The Average listing for the Total Party Levels is an indication of the type and power of creatures a party should be facing. If the party average falls below or above the listing for the encounter by more than one, changes should be made in the encounter.

The Total gp XP is provided for campaigns that use the "experience points for treasure" rule in the *DUNGEON MASTER® Guide* (DMG). It indicates the total amount of nonmagical treasure to be found.

The Monster XP is computed from the MONSTROUS COMPENDIUM listings and modified to reflect tricks or traps that increase the difficulty of the encounter. If the PCs fail to defeat all the monsters, the XP awards should be reduced accordingly.

The Story XP is a subjective award based upon how well the party met the goals of the adventure. Three values are provided, based on the awards described in the DMG, and should be used by the DM as the situation merits. The Complete listing is used when the party has defeated all or most of the monsters, found most of the treasure, and successfully completed the adventure goals. The Defeat entry is used when the party is successful but fails to defeat one or more of the major foes, doesn't find most of the treasure, or leaves the story unresolved. The Retreat listing is used if the party made an effort to defeat the creatures or complete the encounter, but could not outwit their opponent or were overpowered and forced to retreat. This last entry enables the DM to recognize that the party learned from the encounter, but was unable to entirely overcome it.

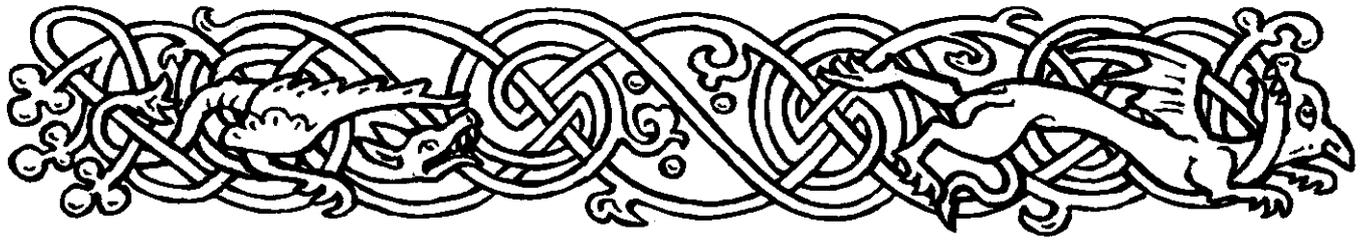
In some cases, it is preferable for the PCs not to kill a creature. Indeed, if they are intended to negotiate with or to help the creature, the PCs should be awarded the XP value that best reflects the extent to which they succeeded.

The *Set Up* for each encounter features one to three bits of information or situations to help the DM get the PCs into the adventure. They can also be used to get the party back on track if it has taken an unplanned tangent. In many cases, the DM should be able to either use a secondary *Set Up* or extrapolate from the information presented in the adventure to turn the party back to the path they should be following if the adventure is to proceed.

The *Lair* section follows the *Set Up* section and is the main body of the adventure. It includes a detailed description of the lair as well as the monster's tactics, allies, and any treasure to be found; it may include several separate encounters within an adventure. Many of the scenarios include secondary monsters, and the information on these (as well as their placement in the encounter) is given in this section.

These encounters eventually lead to a climactic battle in which all is won or lost. However, though





the intention of these scenarios is to provide ideas for use in lieu of random encounters or create interesting interludes to the main action of a campaign, if is not always necessary to play them out all at once or in succession. Some entries may give the DM the option of just touching on the adventure at first, then going on to other things while events transpire beyond the PCs' control, only to lead back to the story in the *FORGOTTEN REALMS Book of Lairs* encounter.

The beginning of the Lairs section provides a little background on the creature(s) and why this encounter occurs where it does. Then the encounter area is described, with details of what is there and easily seen. The rest of the information covers the series of encounters the party will meet when dealing with the creature listed. Sometimes the end of the encounter contains suggestions designed to lead the party to other encounters in the *FORGOTTEN REALMS Book of Lairs* or give the DM some ideas on how to continue or reintroduce the creature(s) later, if the PCs failed to win conclusively.

Terms Used in The FORGOTTEN REALMS Book of Lairs

Standard terms used throughout the text of this work are defined in the AD&D 2nd Edition *Player's Handbook* Glossary. Every DM should become familiar with these terms. Whenever a new creature is introduced in an adventure, its statistics are given in the next paragraph. Statistics for creatures in the encounters are listed as follows: Int; AL; AC; MV; HD; hp; THAC0; #AT; Dmg; SA; SD; MR; SZ; ML; XP.

NPC statistics are similar, but include all their ability scores as well as any special abilities they may pos-

sess (such as thieving percentages). Also listed are magical items they normally carry or wear. Current spells for wizards and priests, and spell-like abilities for those creatures that have them, are listed beneath their statistics. Where applicable, spellbooks for mages are detailed in full also.

Customizing The Encounters

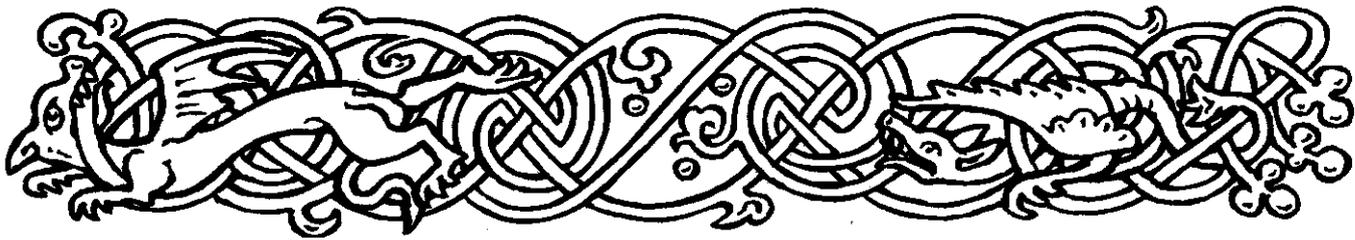
While the intent of this book is to provide short scenarios that can be worked into a game in progress or used as intriguing lead-ins to start a campaign, there is no reason why DMs cannot change what is given here. Any of the encounters can be expanded, used only in part, or modified in any other way that best fits the DM's home campaign. If there is anything in any encounter that DMs don't like, from the party levels to the tactics and treasure, they should feel free to change it.

Offworlders and Toril

Although these scenarios are designed to be encountered by characters native to Toril, many of them are suitable adventures for visiting characters as well. Realmspace is a recognized crystal sphere in the SPELLJAMMER® setting, and it is possible to use crew members from a spelljamming vessel in some of the scenarios presented here.

If the referee plans to use SPELLJAMMER® game characters in these adventures, it is recommended that extreme care be taken in the amount and type of technology the PCs can bring with them. While smoke-powder is becoming known in the Realms, overuse of wheel-lock pistols and such can ruin much of the flavor of Faerûn's culture.





Alguduir (2)

Terrain: Marsh

Total Party Levels: 30 (average 4th)

Total gp XP: 1,780

Monster XP: 3,390

Story XP:

Complete: 6,503 Defeat: 3,251

Retreat: 1,626

Set Up

- The PCs are hired by an alchemist/wizard to capture one or more live alguduir and bring them back. She doesn't mention their ability of spell reflection, but offers 1,000 gp.
- The clawed bodies of some unlucky townspeople are found near the edge of the marsh. The PCs are hired to find and destroy the "swamp dragons" that killed them.
- Knowing the alguduir are in the swamp, a wily foe of the PCs leads them on a wild goose chase into the monsters' territory, hoping the beasts will kill the PCs.

The Lair

A mated pair of alguduir have made a nest for themselves in the marsh and are planning to raise young there. Alguduir require a lot of meat to sustain them and they have been stalking anything that enters their territory. Though the PCs might believe they are hunting either an escaping foe or the alguduir, they are the prey of the wily beasts.

Both Aszhgruzz, the male, and Hizs, the female, are quite intelligent (rivaling some humans), and they have honed their hunting skills often against large prey. They use a series of surprise attacks and retreats to confuse, demoralize, and defeat their opponents.

Their most devastating tactic is to lead prey through the lairs of other denizens of the swamp, allowing those creatures to weaken or kill their opponents, then swoop down to steal the carcass or make off with the beaten creature. The dead prey is then taken back to their lair to eat, and later the remains are left far from their nesting site. In this case, the alguduir have found that a nearby lair of swamp rohches serves their purpose admirably.

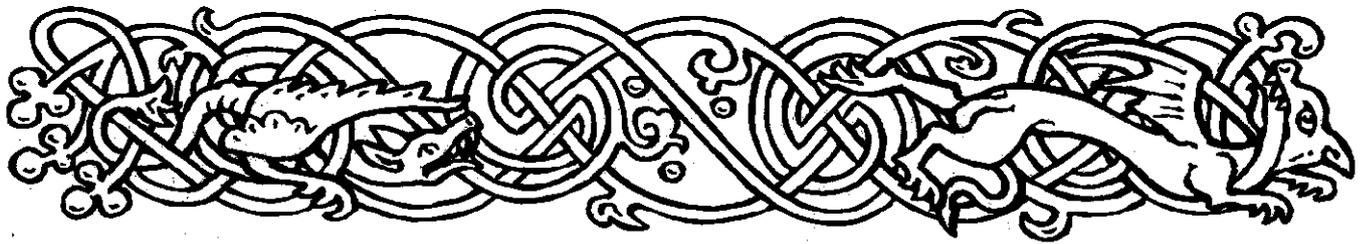
The Trail

The marsh consists of dozens of rivulets and streams, and pools of standing, stagnant water. There are also paths that seem to lead somewhere only to disappear in a mud sink, fallen trees that provide bridges across some areas, and hillocks of bright green grass and moss interspersed with tangles of decaying vegetation and brambles. The movement rate is half normal, as any seemingly solid ground might turn out to be quicksand or a crust over a mud pit. Enough dry land is exposed for the PCs to keep themselves in good condition as long as they are careful. Successful use of a survival (swamp) proficiency helps the party avoid most of the hazards.

If a foe is followed by PCs, he will make certain that his trail is clear enough for the PCs to track him. If they are hunting the alguduir, the PCs can find signs of the creatures' passage by locating the resting place of the bodies or finding evidence of another recent kill. From that point, mashed plant life and the occasional claw track point the direction the creatures took. They are obviously large, scaled, and have clawed feet.

After following the trail for a short distance, however, the clawed prints are pushed much deeper into the muddy earth, and slight depressions that look like someone has swept a broom to either side of the claw marks can be found. The trail stops here. (The alguduir have taken to the air, which can be deduced by anyone who makes a successful tracking profi-





ciency check.) Searching the area nearby provides no other clues as to where the creatures might have gone.

Aerial Attack

As the PCs search for clues, they hear a series of calls that sound like those of marsh birds. After about a five-minute delay, the male attacks by winging in low, just over the plants, and stabbing at the smallest PC. If possible, he attempts to snare the character in his claws and lift him into the air. Since the alguduir attacks from behind, the trapped PC will be unable to attack except at a -6 penalty (since the alguduir is not only behind, but above the PC, requiring a blind strike behind the PC's back to hit the creature). When the alguduir reaches 40 feet, he drops the PC (for 4d6 points of damage) and quickly wings away.

Missile attacks have a good chance of hitting a trapped PC, while magical attacks may reflect back onto the caster or fail to affect the alguduir at all. While the party is busy with the male, the female attacks from behind as well, using the same tactics. Any time thereafter that the PCs let down their guard or are having trouble with the terrain, one or the other alguduir attacks in this fashion. If forced to, the alguduir makes their full attacks, inflicting as much damage to a single target as possible, then escape when they are able. They avoid fighting to the death if at all possible.

Alguduir (2): Int Average; AL N; AC 6; MV 6, Fl 21 (B), Sw 14; HD 4+4; hp 28, 21; THAC0 17; #AT 5; Dmg 1-6 (bill), 2-5/2-5 (front claws), 2-4/2-4 (rear claws); SD Spell reflection; MR 40%; SZ M (7' long); ML Elite (14); XP 975 each

There is a 65% chance that any spell cast at the alguduir wholly reflects back on the caster (saving throws are applicable) with full effects. If the caster is completely protected against such, the spell reflects upon a randomly chosen unprotected creature within 10 feet of the caster. If such prey is not within range, the spell dissipates. Alguduir has a 40% magic resistance (rolled after the check for reflection is made).

Underwater Battle

The alguduir tries to lead the PCs around the marsh, making certain to leave enough evidence of their passing to encourage pursuit or calling in grunts and shrieks to lure the PCs to new areas for attack. Once the PCs begin to check the sky for possible attacks, and try to cover both directions, the alguduir changes tactics.

If the PCs attempt to leave the marsh, the alguduir attacks at once, directing the battle toward the rohch lair. They lead the PCs into the lair and harry them while the PCs try to fight the slimy creatures.

Swamp Rohches (12): Int Low; AL N; AC 5; MV 12, Sw 9; HD 4; hp 16; THAC0 17; #AT 3; Dmg 1-6/1-6/1-6; SZ T (2' long); ML Elite (13); XP 120 each

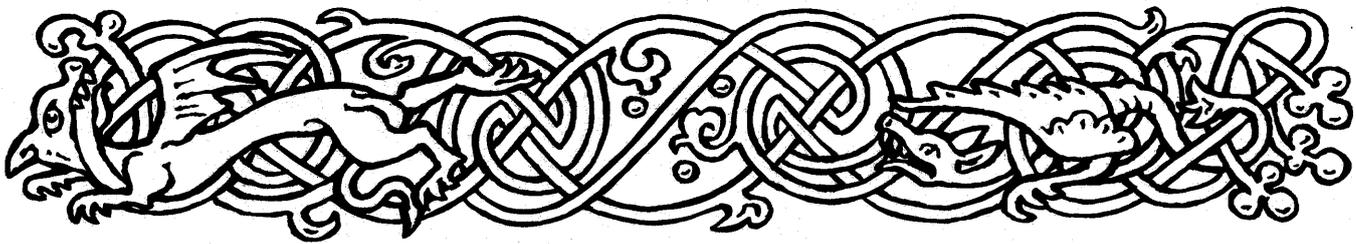
Rohches, a horrible cross between a wolf and a beetle, hunt in packs. They feel the vibrations of creatures approaching and wait to ambush them, submerging themselves in water and rising to attack as the foe nears.

While the PCs are engaged with the rohches, the alguduir attacks from above, swooping in to strike at their heads and backs. If the PCs are too smart to allow themselves to be led, or if they survive this attack, the alguduir will submerge and attack at some point, dragging PCs underwater to finish them off.

The alguduir has planned less well than they intended, however, for in seeking to confuse the PCs, they have led them dangerously close to their own nest, and thus have few options for escaping and hiding for any length of time. The nest is a large, tangled, weedy clump on a patch of solid ground.

Though alguduir collect no treasure, they have yet to dispose of their last kill—two adventurers, who have on them 130 gp, a gold ring set with an onyx (200 gp), an intricately fashioned pair of platinum earrings (300 gp), a vial of giant octopus blood (150 gp), and a pair of *boots of striding and springing*.





Asperii (6)

Terrain: Mountains

Total Party Levels: 42 (average 7th)

Total gp XP: 14,400

Monster XP: 7,070

Story XP:

Complete: 26,470 Defeat: 13,235

Retreat: 6,618

Set Up

- At the Inn of the Weary Pilgrim all the mint plants are missing from the garden. Most of the fish in the pond and the mistletoe from the upper tree branches nearby are gone too. Now a nobleman's hawk has disappeared and the distraught innkeeper hires the PCs to investigate and stop the thefts.
- While staying at the inn, the PCs overhear two shady-looking men discussing their plans to capture the "wind steeds" that have been reported near the area. From their talk, they seem unlikely to treat the beasts kindly.
- PCs staying at the inn are contacted telepathically by asperii and asked to help them recover their young—twin foals that have disappeared.

The Lair

Atop a mountain near the inn lives a herd of asperii (also known as wind steeds). Flowmane and Glinteye, a mated pair, have lost their twin foals Silverhoof and Sparkle, and are frantic to find them. The twins were last spotted heading down the mountain in the direction of the inn, so their parents have organized a scouting party to look for them. Unknown to their parents, Silverhoof and Sparkle have been sneaking down to the inn for some time now to munch on the delicacies avail-

able there. Asperii are particularly fond of mint leaves, mistletoe, fish, and hawk flesh. During their jaunts, they have been spotted by two hunters who realize their value and seek to capture them. Unfortunately, it is not human predators who have taken the young asperii, but their mortal enemies—griffons. Having noted that the youngsters habitually visited the inn, two griffons swooped down on them and carried them off to become food for their newly hatched young.

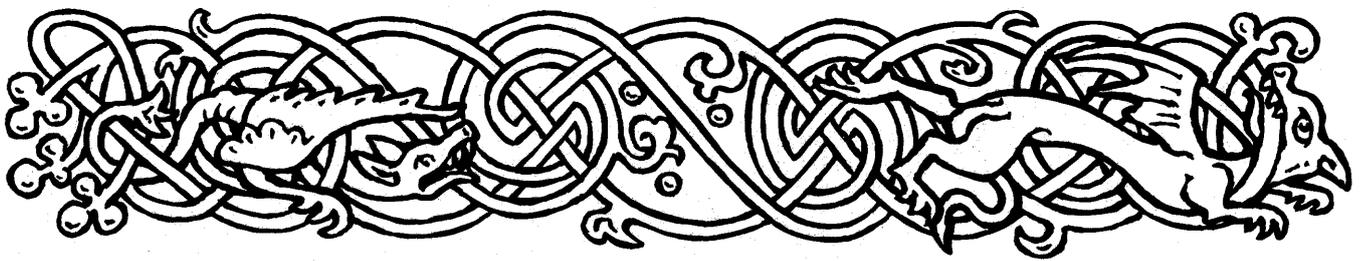
The Hunters

Two unscrupulous hunters have heard rumors of the asperii and have come to the inn prepared to try to capture one. Armed with light crossbows and sleep poison, they position themselves in some cover near the inn's fish pond. If the PCs overhear their plans, they can move to foil them. Otherwise, whenever the PCs interact with the asperii, the hunters fire one shot each at the wind steeds, then turn their attention to ridding themselves of the PCs' untimely interference. Each hunter has two loaded crossbows, the quarrels of which have been coated with poison. Once they are out of pre-loaded crossbows, they draw their swords to fight unless given the chance to flee.

Hunters (2 F6): AL NE; AC 5 (studded leather armor & Dex); MV 12; hp 34, 32; THAC0 15 (14 with crossbow); #AT 1; Dmg 1-4 (quarrel) or 1-6 (short sword); SA Sleep poison; SZ M; ML Steady (12); Str 12, Dex 16, Con 11, Int 11, Wis 9, Cha 9; XP 650 each

The sleep poison causes the creature hit to sleep for 3 turns unless a saving throw vs. poison made at -2 is successful. Those saving take no damage except from the crossbow quarrel itself.





The Wind Steeds

Glinteye, Flowmane, and their four friends have tracked the foals to the inn. When they arrive near the fish pond, they have no time to note the clues found there before they are attacked by the hunters. If the PCs have not become involved yet, they now hear terrible whinnies of pain when the hunters attack. Flowmane is struck and knocked unconscious by the poison, and in desperation, Glinteye telepathically sends out a cry of distress that the PCs hear.

The asperii conclude (wrongly) that the attackers have taken the foals and now seek to harm them as well. They attack the hunters, and attack any PCs who rush out to do battle, believing they are allied with the hunters. Fortunately, the conscious ones continue to communicate telepathically, even while fighting, and demand the return of the foals.

Asperii (6): Int Exceptional; AL NG; AC 4; MV 21, Fl 42 (C); HD 4; hp 26 each; THAC0 17; #AT 3; Dmg 1-8/1-8/1-4; SD Immune to cold, wind, and gaze attacks; SZ L (8'); ML Elite (14); XP 420 each

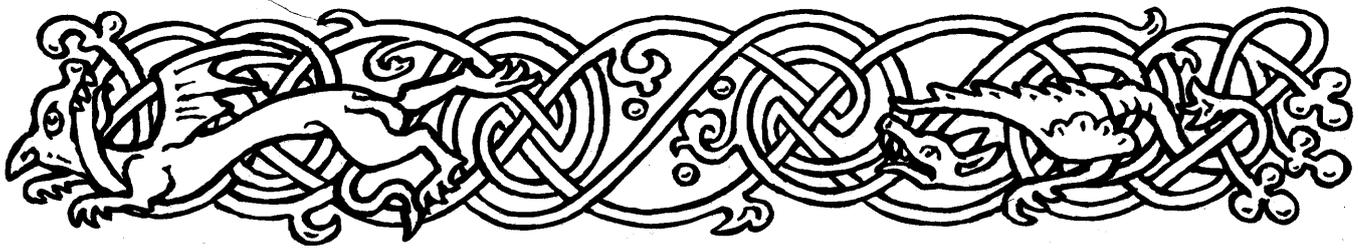
Asperii are extremely vulnerable to flames, suffering double damage from attacks employing flames. If they choose to bear a rider, their flight is so smooth that the passenger can even cast spells while airborne.

If the PCs attack the hunters, do not fight the asperii, or stop fighting them when they realize the mistake the wind steeds have made, the asperii will cease their attacks as well and wait for explanations. If convinced the PCs know nothing of the foals' disappearance, the asperii ask for help in finding and recovering them. Should the PCs be reluctant to become involved, the asperii offer to pay them in mane hair, in any treasure recovered (if there is any), or in the services of one of the asperii as a mount (only for a neutral, lawful neutral, or neutral good PC) for one year. Meanwhile, they offer to carry the PCs wherever they need to go to find the foals.

Clues By The Pond

If anyone searches near the fish pond, a number of tracks can be seen. Two sets of small hoof prints are almost eradicated by large claw marks that lie atop





them. Evidence of a brief struggle shows in some torn-up grass at the spot. Another set of large claw marks, deeply pressed into the earth, indicates that whatever was there took flight, apparently burdened. As if to confirm this, a single, large golden feather adorns the ground nearby.

Anyone with a tracking proficiency can identify the larger tracks as belonging to a griffon. The tracks indicate the griffons flew off to the west, toward another nearby mountain. If no PC has tracking proficiency, the asperii can identify the tracks or the PCs may make an Intelligence roll at -6 to determine if they can figure out what made the tracks and which way they went.

The Griffons' Aerie

Should the PCs refuse the asperii's offer of a ride, they may choose to trek overland to the mountain and then climb it. They would then be subject to random encounters for the area that could unnecessarily waylay them. They would also arrive far too late to save the foals, which they can determine in advance by making successful Intelligence or Wisdom rolls (whichever is higher) at +4. If the PCs still choose to travel overland, the asperii will not wait for them. The PCs might, however, arrive in time to rescue the remaining asperii, who will lose the battle with the griffons.

Assuming they ride to the aerie, from their vantage point atop the asperii the PCs can spot a cliff face pocked with several cave mouths, three in an upper position and two below. Some have bits of sticks and straw poking out, suggesting there are nests inside. These are the lairs of an entire pride of griffons, but only five adults are currently at home. They move to attack the PCs as soon as they catch the smell of asperii flesh (about 300 feet from the caves) or whenever the PCs begin an attack or try to enter one of the caves. Ideally, the PCs must fight an aerial battle, but at least some of them might fight on a ledge or in a cave if they are able to reach them.

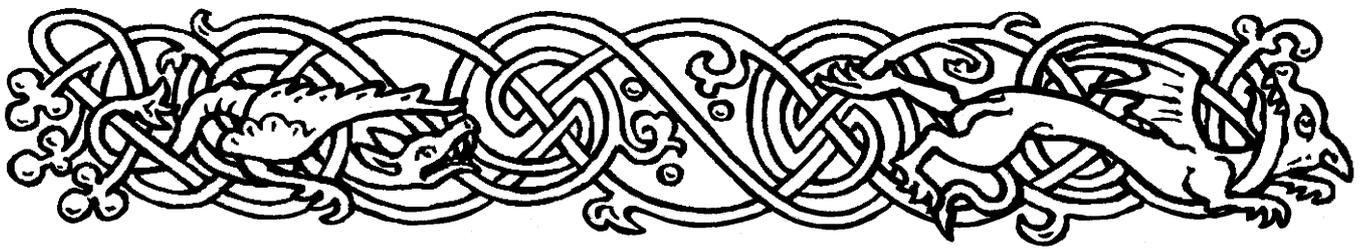
Griffons (5): Int Semi; AL N; AC 3; MV 12, Fl 30 (C, D if mounted); HD 7; hp 34 each; THAC0 13; Dmg 1-4/1-4/2-16; SZ L (about 9' long); ML Steady (12); XP 650 each

At least two of the griffons make attacks directly against the asperii. The others fight whichever creature seems to be doing them the most harm, although one tries to drag a PC off his mount. The griffons are slower than the asperii, though they have the same maneuverability. Smart PCs might attempt to jump onto griffons to reduce their maneuverability and to strike at them directly. Of course, the griffons will attempt to dislodge such intruders.

The foals (not yet dead and fed to the young griffons) are in the lower right cave. The foals tremble and whinny throughout the attack, which allows the PCs to quickly figure out which cave they are in if there is not much noise and they are able to listen carefully. Heavy brush has been piled up in front of them to prevent their escape. The cave also holds two young griffons who are not yet old enough to fight or get their own food. Their parents fight to the death regardless of morale rolls.

A search of all the caves turns up the following treasure among the bones of less lucky adventurers: a silver necklace set with a small sapphire (2,500 gp), a heavy gold ring shaped like a dragon eating its tail (1,500 gp), a pouch with 150 pp in it, two zircons (50 gp gems), a pair of *winged boots*, a *dagger of throwing* +2, and potions of *extra healing*, *levitation*, and *ventriloquism*. The fledgling griffons sell for 5,000 gp each on the open market, though some good aligned PCs (or any druids) might decide not to take the young ones. There is some irony in preventing the hunters from capturing the asperii, then benefiting from the sale of the griffon fledglings. Profits from griffon claws and feathers might provide compensation also.





Beguilers (4)

Terrain: Dry Steppes

Total Party Levels: 12 (average 2nd)

Total gp XP: 1,266

Monster XP: 3,630

Story XP:

Complete: 5,104 Defeat: 2,552

Retreat: 1,276

Set Up

- The PCs are hired by Jervais Meggax, an arrogant young mage, to escort him to the steppes where he plans to acquire a beguiler as a familiar.
- Hearing that the beguiler population is falling dangerously low, but unable to leave her own forest until things there settle down, a druid friend of the PCs asks them to discover what has gone wrong and to fix the problem. Of course, the region is reported to be overrun with bandits.
- As they travel through a region of steppes, the PCs' supplies are repeatedly the target of raids by mice, and everywhere they stop they find that mice have ruined the grain supplies and wild birds have eaten the corn people put down for their chickens. Hundreds more small animals than usual seem to be about and are creating a great deal of mischief. Someone needs to put a stop to it!

The Lair

The Bandits of the Wastes, a loose confederation of several bandit groups under the leadership of a charismatic thief named Keishin Lightninghand, has recently stopped robbing travelers in favor of making quick money by hunting beguilers. The population of beguilers (never large to begin with) has fallen precipitously low and the mice and small birds

that formed most of their diet have consequently proliferated and have become a problem for settlers in the area. Unless the beguilers are left alone to recover, they may become extinct in the area, and the small animals who have overbred and stripped the land of its natural food supplies will destroy most of the settlers' crops and stored supplies.

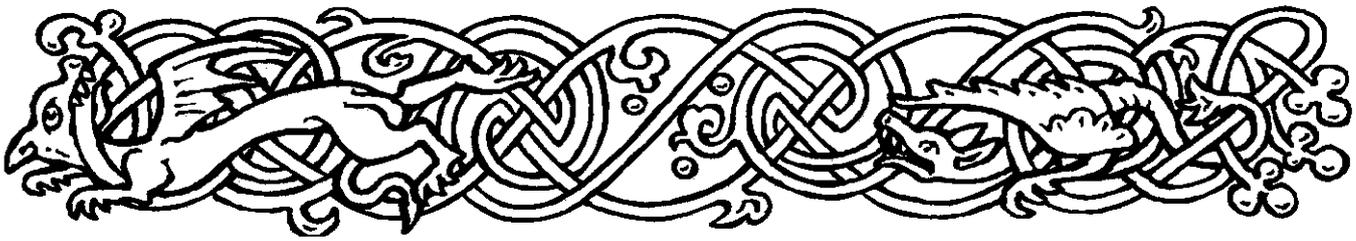
Though the beguilers would normally be able to blend in with the surrounding countryside and escape, Keishin has acquired a *gem of seeing*, and the bandits have discovered that dousing the beguilers with water suppresses their ability to camouflage themselves. Since the bandits have found that beguilers will attack if harmed, they have begun hunting the creatures with blunted arrows and nets, which can be fired from a distance.

Wastelands

Though they are traveling through steppes, the PCs should notice the area seems even more desiccated and barren than they were told it would be. Few plants of any kind grow, though there is evidence that some grew there recently (dry stalks and pulled-up roots). Homes and small settlements have little food to spare. Mice seem to be everywhere—in barns, stables, and beds, and boldly scurrying onto tables to steal food in plain sight of those dining.

As they move deeper into the area, the PCs come upon the scene of a grisly slaughter. It looks as though hundreds of small animals were rounded up and butchered, apparently for their pelts, for the stripped, mouselike carcasses have been left behind. Closer examination shows that the eyes and parts of the brains have also been taken. The corpses are too large to be mice. Any PC with the animal lore or tracking proficiency can attempt to identify the remains with a successful check at a -4 penalty. If Jervais Meggax or a native of the area is with them, he can identify the bodies as those of beguilers and tell the PCs about their special abilities of concealment and *true sight*.





As the PCs move through the area, they are attacked by surprise by four beguilers who want revenge for their slaughtered friends and family. They hurl daggers and darts (collected from previous battles) with their prehensile tails and try to prevent the PCs from getting into melee range by using their speed, camouflage abilities, and small size. If the PCs can somehow open communications with them, they can explain to the beguilers that they are not guilty. If Jervais is with them, he casts *comprehend languages* and successfully touches one in the first round, enabling him to report its squeaking cry of "Killers, butchers! We will have revenge for our kin!"

Beguilers (4): Int High; AL N; AC 9; MV 14; HD 2; hp 12 each; THAC0 19; #AT 6; Dmg 1-2x4/1-4/1 or by weapon type; SA Illusion; SD Camouflage; SZ S (2' long); ML Average (10); XP 270 each

The beguilers each have one dagger and two darts they can throw. After this, if cornered, they use their natural attacks. Should the PCs not kill the beguilers and make them understand they want to help them; the creatures can lead them to the bandit camp where they find the ones responsible for decimating the beguiler population. If the beguilers don't survive, a clear trail leads back to the bandits' encampment, and the PCs should have no trouble following it. Regardless of how they find the camp, it is after dark when they arrive.

The Camp

The bandit camp is a rough circle of eight tents surrounding a larger central tent. Each has its own small cooking fire in front, but the largest one has a bonfire. Around the bonfire sit 16 rough-looking men and women. The smell of curing pelts hangs in the air and the sounds of laughter echo from the camp. Two other persons in front of the large tent are bundling a huge pile of pelts for transport. Overseeing this job is a small woman who seems to radiate authority. A lone guard, bored and careless looking, casually walks the perimeter of the camp. All the people wear leather armor and are well armed.

Bandits (1 T3, 19 T1): Int Average; AL N/NE; AC 6 (armor & Dex); MV 12; hp 18x1, 6x19; THAC0 19x1, 20x19; #AT 1; Dmg by weapon; SA Poison; SZ M; ML Average (9); Str 10, Dex 16, Con 10, Int 10, Wis 10, Cha 10; XP 270x1, XP 120x19

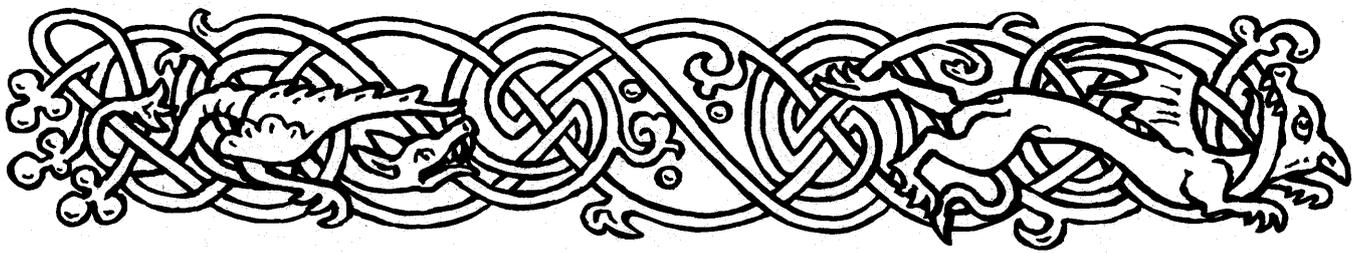
These bandits are armed with bows and short swords. Four of them can also work together to use a large net to capture beguilers. The arrows are blunted (causing only 1-2 points damage), but are coated with contact poison that renders whatever they hit unconscious for 2-5 rounds unless a save vs. poison is successful.

Keishin Lightninghand (NE hf T3), their leader, is the small woman directing the work. She has a *gem of seeing* and a *short sword +1*. The rest have no magical items.

This bandit group was on the edge of starvation until Keishin discovered that beguiler pelts, eyes, and frontal lobes are worth a good deal of money to alchemists and spellcasters. She has reordered her group into beguiler hunters, and they have been doing quite well at the trade. They will not be happy to give it up as they haven't yet noticed they have all but wiped out the beguilers and created an imbalance in nature. They are not aware that the small animal population is getting out of control since the beguilers aren't there. The PCs do not have to attack the bandits. If they can persuade the bandits to find other work (other than robbery), they will have done a good service to all. But the bandits will be difficult to convince of anything, so it may take quite a while and quite a few suggestions before the bandits can settle on a new profession.

Among them, the bandits have 1,246 gp and two 10-gp gems.





Belabras (7)

Terrain: Temperate Forest

Total Party Levels: 30 (average 5th)

Total gp XP: 4,000

Monster XP: 3,325

Story XP:

Complete: 7,742 Defeat: 3,871

Retreat: 1,936

Set Up

- An underhanded mage/thief wants to rob the woodland house of an old wizard, but he has heard that the abode is guarded by a terrifying monster. Knowing the mage is currently away, he hires the PCs to deliver a message to the wizard, hoping they will draw the attention of the monster while the wizard sneaks in and helps himself to what's inside.
- As a dying request, an old wizard asks the PCs to go to his cottage in the woods and free his pet, "Snooki." He's too far gone to mention that Snooki is a belabra trained to guard his home.
- While seeking an herbalist who lives in the forest, the PCs hear a cry for help. When they arrive, they see a tentacled horror hovering over the unconscious body of an old man. The belabra is his pet, "Snooki," and having run off the old wizard's previous attacker, now moves to defend him from the PCs.

The Lair

Old Winterthur Redberry is an eccentric wizard who has a cozy cottage in the woods. Since he lives outside town and doesn't want to have to carry too many offensive spells every day, he acquired a guardian for his home. The guardian, a belabra he named Snooki, has faithfully performed its duties for years. Though it has been trained to grasp and

hold intruders when the mage is at home, Snooki tends to get confused about what to do if the wizard is away. If harmed, Snooki will attack full force. Unknown to the PCs, Snooki has also just become a mother, giving birth to six little belabra babies. Snooki will fight to protect them, too. If using the first Set Up, the DM should change the description to fit the circumstances.

The Wizard's Cottage

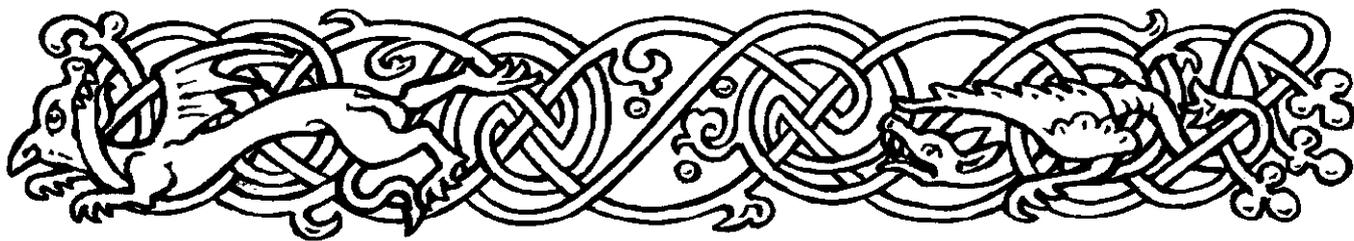
After traveling for about three hours through the woods, the PCs come upon the wizard's house. It is a cozy whitewashed cottage with a small herb garden out front. A large gray rock sits under a leafy, green tree off to the right of the garden. A small, beaten earth path leads to the door.

As the PCs approach the house, two tiny tentacled belabra babies glide by on an errant gust of wind. If they are attacked, if the PCs turn to watch them, or if the PCs move to enter the house, Snooki (the rock) launches an attack at them. The babies fight as well, drawn by the sounds of battle and seeing "Mamma" beset.

Snooki (belabra): Int Low; AL N; AC -2 (head), 6 (tentacles); MV 3, Fl 6 (E); HD 4+4; hp 36; THAC0 15; #AT 1 entangle or 1 ram; Dmg 2-8 (ram only); SA Bite and barbed tentacles; SD Blood spray; SZ M (5' long); ML Champion (16); XP 975

A head ram causes 2d4 points of damage. The barbed tentacles covering the head inflict 1d4+2 points of damage to creatures caught in them. The bite of the belabra causes 1d8 points of damage. The AC 6 parts of the creature can only be reached when the belabra has entangled a foe. Its injured tentacles spray a gray-white blood that requires all humans, elves, and halflings within 10 feet to save vs. poison with a -3 penalty or be partially blinded and be overcome with a sneezing fit. Those so affected suffer a -4





penalty to their attack rolls and their AC is penalized by -2 for 3d8 rounds.

Baby Belabras (6): These little newborns have the same statistics as their mother, except their head ram inflicts only 1-4 points of damage, their THAC0 is 18, they are HD 2+2, and each has 16 hp. Their tentacles cause only 2 points of damage and their bite causes 1-4 points of damage. Their blood has the same effect as their mother's. Babies do not check morale as long as their mother is still fighting. If she falls or abandons the fight, they immediately try to flee. The babies are worth 175 XP each.

If a fight begins, the herbalist (a druid) hears the commotion and comes to investigate. He sides with the belabra, since he knows old Winterthur and Snooki quite well. He shouts one warning, bidding everyone to stop fighting. Then he uses his spells to disable the PCs so they stop harming the poor belabra and her newborns.

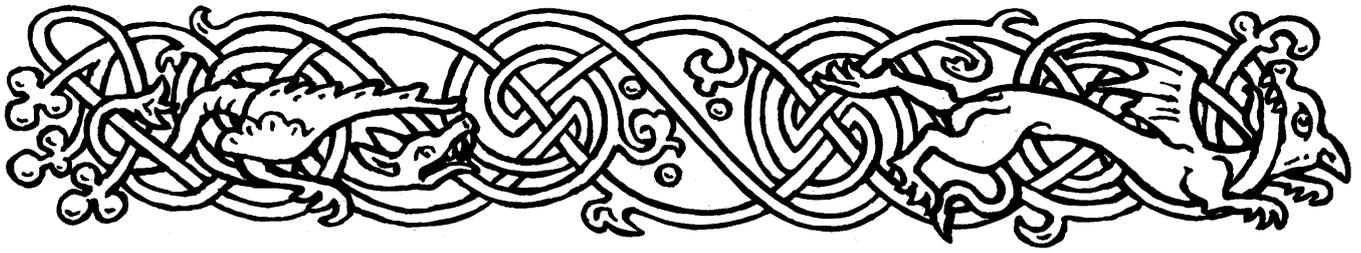
Denius Autumnleaf, Herbalist, (N hm D6): AC 7; MV 12; hp 41; THAC0 18; #AT 1; Dmg 1-8; SZ M (5'7"); ML Elite (14); Str 13, Dex 12, Con 11, Int 10, Wis 16, Cha 16; XP 650

Denius wears leather armor and carries a wooden shield. He uses a normal scimitar. His spells for the day are: *animal friendship*, *cure light wounds x2*, *entangle*, *faerie fire*, *charm person or animal*, *goodberry*, *obscurement*, *speak with animals*, *warp wood*, *plant growth*, and *summon insects*.

The druid pays the PCs 2,000 gp if they do not kill Snooki (or her babies) or disable or free it elsewhere. If they stop a break-in, they receive a reward of 500 gp (and earn 650 more XP for the thief), and if they capture and sell one belabra baby, it is worth 1,500 gp. They should be unable to capture more than one, and if the druid is still there, he tries to prevent it.

Denius tries to dissuade the PCs from taking any of the belabras by offering his services as an herbalist for free. He implies he is gaining power and might someday become a very high-level druid. Should they become his enemies, the PCs will want to avoid the woods.





Bhaergala (1)

Terrain: Forest

Total Party Levels: 36 (average 6th)

Total gp XP: 15

Monster XP: 650 (4,650 if shee is defeated)

Story XP:

Complete: 3,998 (or 7,998)

Defeat: 1,999 (or 3,999)

Retreat: 999 (or 1,999)

Special Note: This encounter might be of particular interest for male bard characters.

Set Up

- Sent to the woods to meet with a delegation of wood elves, the party is moving toward the rendezvous point when one of the PCs hears a clear voice off to the right calling to them and asking for their help.
- While traveling through the forest, the PCs hear singing and smell fresh baked bread from up ahead. As they move to investigate, they are approached by a lionlike wolf creature.
- There are many tales of the great treasure hoard said to be guarded by a non-humanoid bard of great renown. It is rumored that those who are worthy may be rewarded with special magical items in return for their help against evil creatures. Of course, they must first pass tests of bravery, stamina, and compassion.

The Lair

A bhaergala has taken an area of unspoiled woodland for its home. Travelers through the area have easily fallen prey to the beast, and it has become somewhat complacent. Rather than immediately

attacking by surprise, the bhaergala now follows its intended victims and listens to their conversations.

The Bhaergala's Scam

If any of the PCs carry musical instruments or hum or sing as they travel, the creature reveals itself as a fellow bard (using the name Glorion Songmaster) and claims it has been shapechanged into its present form. It then asks for the party's help to restore it to its human form.

The bhaergala claims that a bard or minstrel must accompany it to a certain clearing in the forest where it must bathe in a clear pond while the bard sings a song that is newly created for the occasion. It sadly explains that only bards and minstrels are allowed to make the journey to the clearing, but its former treasures are located in a nearby cave, and for their help, they may take whatever they wish from the cave.

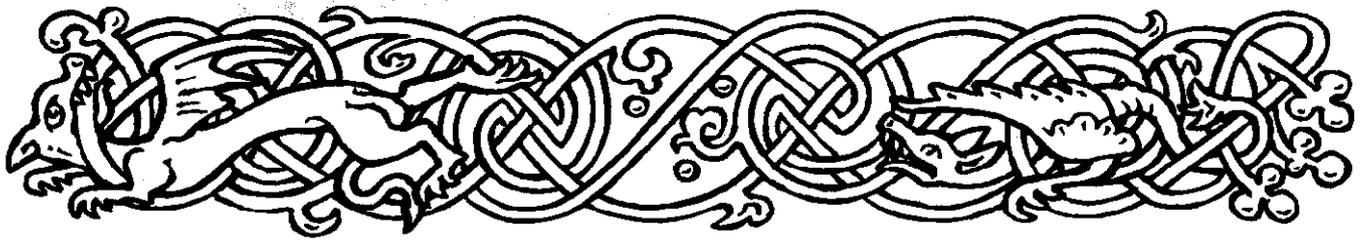
If none seem to be bards, the bhaergala changes its story somewhat, claiming it needs a female, or a clever scout, or whoever seems to be available and looks weakest among the party. The offer of treasure is still made, and the bhaergala points to a beaten path leading to a cave to prove its good faith.

If the PC goes off with the bhaergala alone, the creature waits until they are out of earshot of the others, then asks the PC to wait while it fetches a particular herb it needs. It then vanishes into the undergrowth, climbs a tree over the PC's head and leaps down upon the hapless victim, causing maximum damage with its front claws if it hits.

Bhaergala (1): Int Average; AL N; AC 6; MV 15; HD 4+4; hp 36; THAC0 15; #AT 3; Dmg 1-6/1-6/1-8; SA Pounce; SD Poison resistance, spell turning; SZ L (9' long); ML Elite (14); XP 650

A bhaergala can regenerate 2 points of damage per day and has a +3 bonus when it saves vs. poison. As many as four times per day, it can turn a spell directed





against it as would a *ring of spell turning*, but it must concentrate to do this and can take no other actions in the round it uses this ability.

Should its victim survive and seem capable of doing great harm to it, the bhaergala withdraws from the combat. It then uses its speed to get ahead of its victim and attack again as the lone PC attempts to rejoin his companions. If this too fails to finish the PC, the bhaergala apparently gives up. It does not attack again until after the PC has gone to the cave, but will follow, listen to the party's plans, and make a sneak attack later.

The Cave

The cave the bhaergala shows to the other PCs is a shallow, semicircular chamber about 10 feet deep. It holds things the bhaergala has collected. Some may look good initially, but turning them over reveals holes torn in them or broken pieces. There are a few boots, backpacks, some broken strands of cheap glass jewelry, a number of bones, leaves, a warped wooden flute, a small sack of marbles, a cracked and broken harp, and a length of carved wood that looks as though it might be a rod, but is only a broken-off piece from a staff. Scattered among these are 15 gp.

There is one fine piece of jewelry: a worked silver chain from which hangs a tiny silver harp. It radiates a dweomer of conjuration/summoning. It is a cursed item, but only for a bard who dons it. When worn by a male bard, the necklace—known as the *Necklace Harp of Unrequited Love*—summons a lhiannan shee.

Lhiannan shee (1): Int Average; AL NE; AC 8 (dark), AC 5 (firelight), AC 2 (sunlight); MV 12; HD 5; hp 30; #AT 1; Dmg Special; SA *Charm touch, draining kiss*; SD *Selective invisibility, immunities, +1 or better weapon to hit*; MR 90%; SZ M; ML Special; THACO 15; XP 4,000

This undead spirit preys upon the unlucky bard, ultimately causing his death unless stopped.

When removed from the chain, the harp can grow to normal size or shrink back to miniature on command. It functions as a *harp of charming* and detects as such to the bardic magic identification ability.



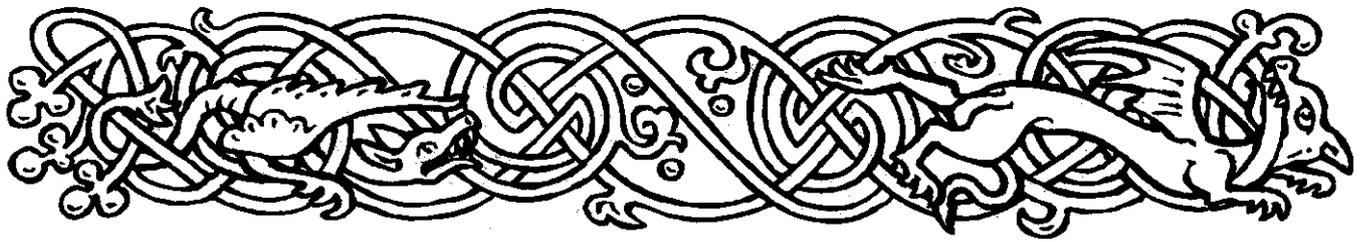
Facing The Music

If the PCs don't fall for the bhaergala's ruse, it commends them on their intelligence and leads them to the cave, telling them to take whatever they want. If they complain that nothing in the cave is worth anything, the bhaergala sighs and says, "Those who seek riches rather than understanding will see only dross" (a line from one of the songs it has learned).

It tells them they may each take one item from the pile, but they must each hold a private vigil that night in order to remove the dweomer that has made the items seem worthless. Each should find a secluded spot and meditate on a magical item they desire, willing the worthless item to become that which they seek. If they pass this test of bravery and self-worth, they will find what they seek in the morning.

Naturally, the bhaergala hopes they fall for this ruse and split up, leaving it free to attack.





Bichirs (10)

Terrain: Swamp

Total Party Levels: 48 (average 8th)

Total gp XP: 14,355

Monster XP: 17,850

Story XP:

Complete: 39,705 Defeat: 19,852

Retreat: 9,926

Setup

- The PCs are hired to gather certain herbs and spell components from a nearby swamp. Though this sort of work is usually beneath the PCs, the herbs will make a *potion of longevity* (or some other potion the party desperately needs and wants).
- Little Willie has wandered off into the swamp and his mother screams shrilly until the PCs volunteer to go get him.
- A PC's favorite horse escaped from a would-be horse thief, but the panicked mount ran off into the swamp. The PCs must go retrieve him.

The Lair

Blackwater Swamp has a bad reputation. Filled with stinking mud holes, quicksand pits, scum-covered brackish water, and choking gases, the swamp attracts few denizens and fewer visitors. It does serve, however, as a primary breeding ground for bichirs, monstrous lungfish that are distantly related to sharks. Whenever the swamp is flooded, bichirs flock to the otherwise inhospitable area in unusual numbers. Creatures native to the swamp know to avoid the areas where the bichirs congregate. The PCs aren't as well informed.

If they are searching for a lost child or a runaway

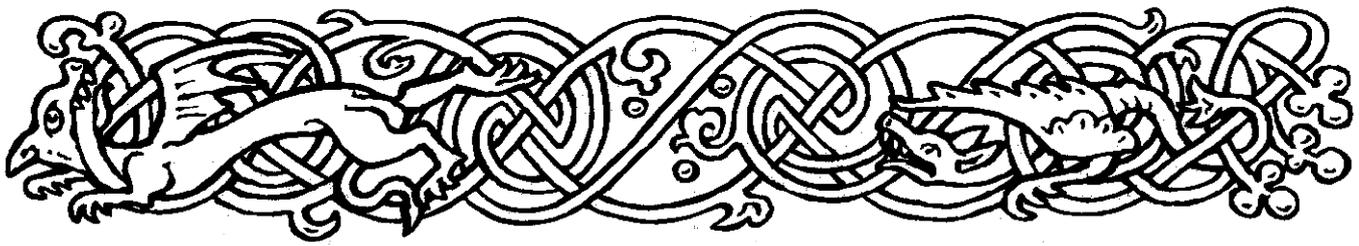
horse, they should have no trouble finding and following the tracks, which lead farther into the swamp. The tracks backtrack and crisscross (the child or horse became confused and disoriented in the dark), making it difficult to determine what direction they are actually headed. After much meandering (dragging the PCs through foul-smelling mud, nettles, and the occasional dip into waist-deep water), the tracks head toward a lakelike area. If there is no reason for the PCs to follow tracks (for instance, if they are in the swamp to gather herbs), their patron will have provided the PCs with a general map leading toward one of the larger but more secluded lake areas where the herbs may be found. In this case, a small child's footprints will keep intersecting the path they are on. Willie is in the swamp whether the PCs have been hired to find him or not.

Follow The Leader

The tracks weave through some of the worst areas of quicksand, mud sinks, and deadfalls in the swamp without encountering any of them. Willie (or the horse) missed falling prey to these dangers by as little as a few inches sometimes. If the PCs exactly follow the tracks, they too avoid the hazards. Stepping off to the side may cause quite different results. If the PCs are not following tracks, but are consulting a map, their chances of encountering the various hazards should be increased by 5% unless any of them has a survival (swamp) nonweapon proficiency. A *detect snares & pits* spell will uncover the existence of these naturally occurring dangers (*find traps* will not, as they were not specifically created to be traps). Other proficiencies such as set snares, tracking, or engineering might be used (but at a -3 penalty) to discover the various difficulties in the terrain.

Area A: Mudslide. This area looks like a solid hillock, but stepping incorrectly (75% chance unless the lead PC states an intention to follow directly in





the footprints or hoofprints) leads the PC to slip sideways into a mudslide that pitches the character down the hill causing 2d4 points of damage from twigs and small stones sticking up under the mud and general bruising and sprains.

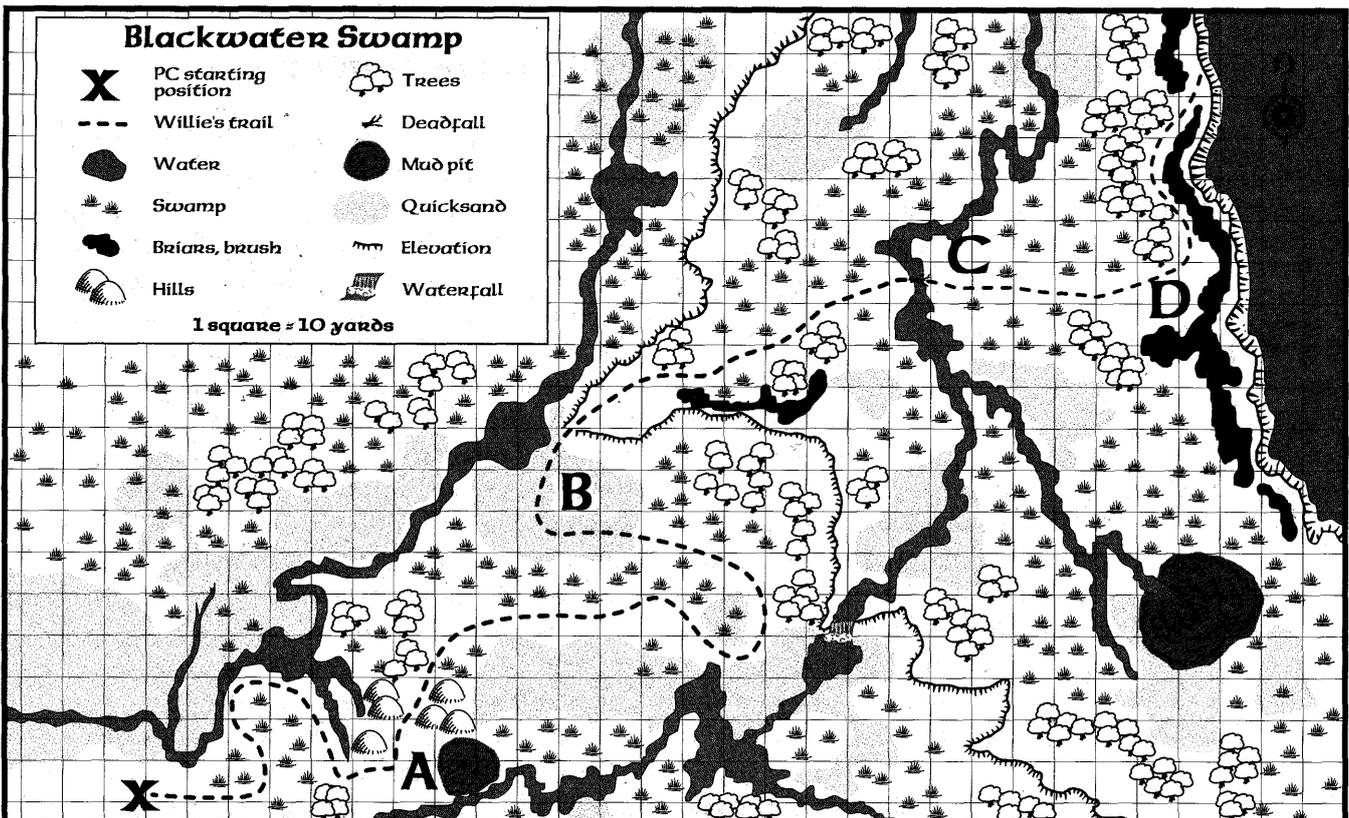
Area B: Quicksand Pool. A watery stretch leads onto a sandy area that climbs to a grassy knoll where a few stunted, gnarled trees stand sentry. Those who directly follow the tracks must make a Dexterity check at -2 to remain on the one narrow strip of solid footing. Failure means they have stepped into the quicksand that forms a 15-foot-wide pool here. Those not following exactly or those with only a map to guide them have a 65% chance of stepping directly into the pool. Companions grabbing PCs who step into the quicksand must make a Dexterity check at -3 or fall in themselves. If a PC steps or slips into the quicksand, he will sink at the rate of one foot per round. Successful Strength checks at -2 during that time prevent this. If a companion can extend the trapped PC a branch or long weapon (spear, two-handed sword) or throw him a rope, the PC can be

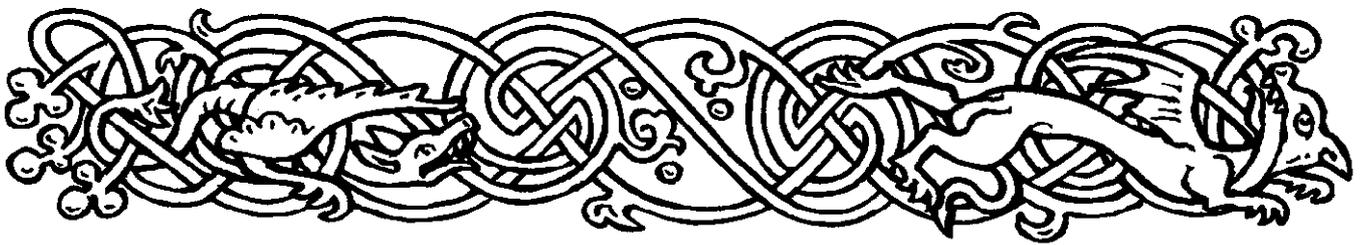
dragged to safety with a successful Strength roll from the rescuer.

Area C: Deadfall. This is a collection of old and partially dried-out twigs, branches, and logs that have jammed in place over one narrow stretch of scummy water. In this case, it is a bad idea for the PCs to follow the child's tracks directly (the horse swam across).

Though it was sturdy enough to support the weight of a small child, the deadfall will collapse under an adult's weight. A PC who weighs 80 pounds or less can climb over it safely (provided the PC goes alone), but any PC who weighs more will cause the deadfall to break apart, as will two or more lighter PCs trying to climb it at the same time. This can easily be determined by a successful use of the engineering proficiency or an Intelligence roll at -4 (if they ask, do not volunteer the information).

If the deadfall collapses, it will plummet the PCs 10 feet into the center of a pile of snapped-off, sharp-ended wood, causing 1d6 points of falling damage and 3d6 points of damage from impalement and crushing





as the wood collapses inward on top of the luckless PC. Fragile items worn or carried must also successfully save vs. crushing blow or be destroyed.

This is the last natural hazard the PCs must overcome to reach the lake area, but they do not have to know that. The occasional call for a die roll or question as to their exact positioning could lead to some interesting hesitations during their next encounters.

Lizard Stew

The area (area D) near the lake is muddy, slimy, covered with greenish scum, and filled with low-growing briar bushes. Parts of it also look suspiciously like quicksand (but they aren't). The child's trail goes off to the left slightly. As the PCs enter this area, they hear a child's scream of terror. It sounds as if it came from just ahead of them.

Because the view ahead is screened by briar bushes, vines, and tangles, the PCs cannot tell they are on a slight rise (5') over a drop-off into the lake. Surprisingly, at this point the water is 12 feet deep. Any PC in metal armor who rushes blindly ahead will step over the drop-off and sink like a rock. Rules for armor, being underwater, swimming, and drowning apply. Those in leather or no armor may swim.

As they fall, the PCs can see a small human boy clutched in the arms of a scaled, reptilian humanoid, whose thrashing tail is churning up the water beneath him. The water around the reptile creature is beginning to turn a reddish color. It screams as well. Those who were more cautious in their approach may see the same thing, but they will also see the huge fish-lizards attacking the reptile man. PCs in the water become subject to the attacks of the other bichirs in the area.

Bichirs (10): Int Animal; AL Nil; AC 6; MV 6, Sw 15; HD 5x8 and 7x2; hp 27x8 and 38x2; THACO 15x8 or 13x2; #AT 1; Dmg 3-12; SA Entangle; MR 30%; SZ L (9'-12' long); ML Average (9); XP 1,400x8 and 3,000x2

Bichirs are giant lungfish often mistaken for lizards, but are more akin to sharks. Though they can move and breathe on land, they dislike straying too far from

water as they must keep their skins moist. In the water, bichirs can see clearly as far as 80 yards and can sense even the faintest vibrations from as far as half a mile away. Their favorite food is lizard man flesh, but they can devour creatures as large as ogres. Though they have a natural resistance to magic, they greatly fear spells and either flee from spellcasters or use ambush tactics against them. If having trouble overcoming their prey or when seeking to flee, they use *entangle* (up to six times per day at a range of 60'). They are usually encountered only in small schools, but there are a great number of bichirs in this area currently because they are here to breed.

PCs who have sunk to the bottom because of their armor will have another problem as two bichirs move toward them and use their *entangle* abilities to render them easy prey. If there are other PCs in the water, all the bichirs except those two and the two on the lizard man will attack them.

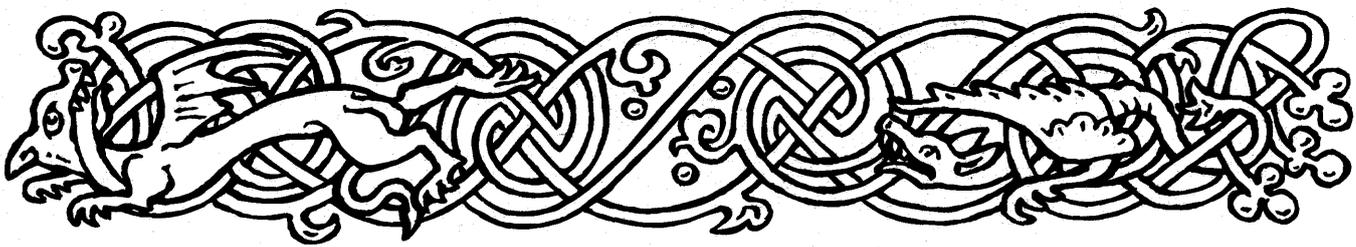
Hiscdrezzez (lizard man shaman): Int Low (7); AL N; AC 5; MV 6, Sw 12; HD 5; hp 32 (originally 38); THACO 15; #AT 3; Dmg 1-2/1-2/1-6; SZ M (7' tall); ML Elite; XP 650

Hiscdrezzez is in serious trouble. Exiled from his tribe for delusions of grandeur, he has been living on his own. Although he is a shaman, he has no spells at present. Having learned a little of the human speech from a ranger who was captured and eaten by his tribe, he has been considering trying his luck among "the unscaled."

Luck seemed to be turning in his favor when he spotted the small "unscaled one," but just as he was about to grab the child (knowing its parents would be thankful to have it back and might reward him for bringing their youngling home), a bichir lurched out of the water and snapped the child up in its mouth, dragging him in. Without stopping to consider what he was doing, he launched himself at the bichir and literally lifted the child out of its closing mouth.

Now he is in a life-and-death struggle with several large predators who love nothing better than to eat his kind. To further complicate matters, several human types have shown up (and probably think the worst since he's holding the screaming child). The





blood in the water is his. Little Willie is as yet unharmed, but the bichir could swallow Willie with one bite. Unless the PCs intervene, Hisczdrezzez and Willie will probably both be killed.

The lizard man isn't even trying to fight the bichirs. He hopes to swim for land and save both himself and the child. He looks up at any PCs who did not fall in the water and calls out in his best human-speech, "Ssssave usssss!"

If the PCs manage to rescue both Willie and Hiscz, drezzez, the lizard man is very grateful and offers the party three 100-gp gems that he has strung around his neck. The gems have been drilled through the center and a leather thong is looped through them.

Hisczdrezzez also requests that the PCs allow him to come with them away from the swamp. He tells them he was banished from his tribe because he didn't agree with killing and eating captives (not true, but he remembers that the ranger seemed upset by the practice and figures these people would be too). He claims he discovered Willie only a few moments before the PCs arrived on the scene and intended to rescue him (true, and since his tracks lead up to the area from a completely different direction, it would have been impossible for him to be tracking the child). Willie can tell the party that the "big mean fish" already had him in its mouth when the "nice lizard" saved him.

If the PCs were tracking a runaway horse, its tracks lead off slightly to the right and downhill. The PCs can find the animal grazing quite contentedly on some marsh grass near the lake a few hundred yards away.

The horse spooks easily unless the PCs approach it carefully and quietly. It has been very uneasy traveling through the swamp until now. If the PCs spook the horse, it bolts and eventually becomes mired in quicksand, but quick action on the PCs' part can save the horse.

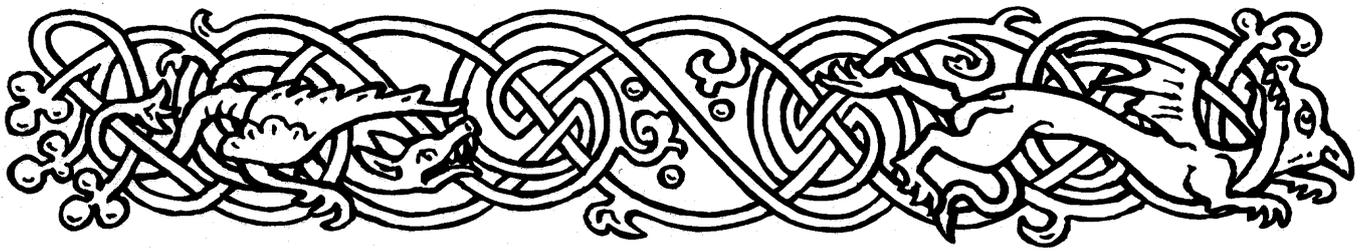
Rewards

If the party doesn't think to cut open the bichir to search for treasure, Hisczdrezzez can tell them it would be a good idea to do so. There are eight 5HD bichirs. Inside them are the following:

1. 5 gp, 5 pp;
2. a green glass bottle (*oil of acid resistance*), a blue vial (*levitation potion*), and 20 sp;
3. a *healing potion* in a clear glass vial and 3 gp;
4. a waterproofed leather pouch with two blue jaspers (50 gp each) and two peridots (500 gp each);
5. 12 pp and a deep red garnet (500 gp) in a decayed pouch;
6. 4 ep, 4 gp, and a *potion of ESP* in a ceramic vial;
7. 4 pp, 10 gp, and a leather case that holds a *potion of halfling control* and an *elixir of youth*; and
8. 1 pp, 8 gp, and a corroded silver dagger (worthless).

There are two 7HD bichirs. Inside the first are 12 pp, 8 gp, four topaz (500 gp each) and a polished onyx box (200 gp) that holds a set of fine thieves' tools (40 gp); the second one has only a clear, stoppered tube with what looks like water inside it. There are two clear diamonds (5,000 gp each) hidden in the water. They can be noticed if someone examines the water closely in good light or if the liquid is poured out into something (they clink as they roll out). Award each treasure only if the PCs kill the corresponding bichir. In addition, Willie's mother and father will reward the PCs with 3 gp (their life savings) and their choice of two fat, white sheep from their flock.





Cantobele (1)

Terrain: Swamp/Forest

Total Party Levels: 36 (average 6th)

Total gp XP: 5,276

Monster XP: 1,400

Story XP:

Complete: 13,176 Defeat: 6,588

Retreat: 3,294

Set Up

- The party has just been robbed and all their bills are coming due. Their luck isn't all bad, however. A bounty of 100 gp has been posted for the capture of "the marsh monster," and their creditors are willing to let them earn the money hunting rather than sitting in jail.
- Attracted by the bounty placed on a terrible "marsh monster," dozens of groups are heading out into the swamp. One of the groups contains a friend of the PCs who is unaware she has a deadly disease that must be treated within the next 24 hours or it will kill her. If the PCs don't find her and administer the treatment (or cast *cure disease* on her) before then, she's doomed.
- Concerned with the winnowing of the cantobele population because of the bounties placed on them, a local sage hires the PCs to bring one back alive so it can be transported elsewhere. He offers 500 gp and one free session the next time they need information.

The Lair

Winter in the swamp is a difficult time. Marsh grasses and reeds are brittle and frozen, the cold ground is cracked into sharp, hardened ridges, and the abundant plant life is dead and stripped of leaves. The

standing water is frozen into icy puddles while the water that flows sluggishly in ice-choked channels is bone-chillingly cold. The small creatures and colorful birds that make their homes in the swamp during the warm months have long since fled to warmer climes or settled into hibernation. Only a few larger predators still roam, striding through the wintery land in search of prey that is no longer there. During these cold months nearby settlers fear for their lives as the starving hunters turn to stalking human and demihuman prey.

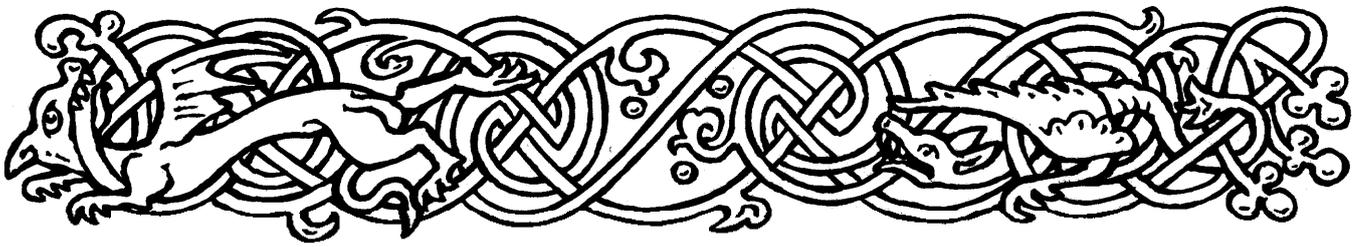
In the town where the PCs currently are, several people have been attacked and a few killed and dragged off by a terrible creature from the swamp. This catlike monster has three sets of legs, a long tail, and grayish-white fur. The attacks have usually occurred during or after snowstorms. A bounty has been offered for killing the beast and bringing back proof of its demise. Several groups are vying for the money, and since snow clouds fill the sky, most of these groups are heading out now to find the creature before it can make another attack.

Bartholemew, The Sage

As the PCs prepare to head out into the swamp, they are stopped by a stooped old man in a dusty, gray robe. He motions the party toward him and says, "Seek the monster, do ye?" If the PCs answer yes, he tells them he can give them some important information that will help them capture the creature rather than kill it. He also offers them 500 gp to bring it back alive.

This is Bartholemew, a sage whose specialty is magical animals. He is afraid that all the parties trying for the bounty will find and completely wipe out the cantobele population in the swamp. He knows what the monster is and that it has some spell-like abilities. If the PCs agree to bring back the creature, the sage can tell them about the ringing cry the cantobele gives after making a kill and about the *ice storm* spell it can cast. He also knows that the creature can speak com-





mon. He believes cantobeles are very intelligent and should be protected and moved somewhere away from humanoid settlements.

Into The Swamp

The terrain of the swamp is described at the beginning of the Lairs section. As the PCs enter the swamp, snow begins to fall. Picking their way through tree stumps buried by older snowfalls and slick patches, the PCs can make out several groups of prints from the other groups of hunters. If they are searching for a particular group (looking for their sick friend, for example), it is almost impossible to tell one group from another. A successful use of the tracking proficiency identifies two groups with tracks small and light enough to have been made by women. The first such group has headed north, while the other has gone west.

As the PCs decide which direction to head, they hear a beautiful, ringing sound, like a chorus of bells, from the north. This is the cantobeles' cry, which it emits after making a kill (the PCs will know this if they agreed to help Bartholemew). If they head north, the PCs can reach the area from which they heard the cry in one turn.

If the PCs head west, ignoring the ringing sound, they discover that the tracks they are following eventually turn northward.

Battleground

The area seems to be littered with bodies. Three people lie where they were killed, with the marks of a great beast's teeth and claws as ample evidence of the way they met their deaths. Broken bushes off to one side probably provided cover for the creature before it attacked the hapless bounty hunters as they moved along. One or two of their weapons lie nearby, unbloodied. Off to the north, a trail of blood and evidence of something heavy being dragged over the snow-covered ground point the direction of the beast's travel. If the PCs search the bodies, they can find one *long sword* +1, a *potion of healing*, and 20 gp. The PCs do not know any of the dead hunters.

If the PCs follow the trail, it moves uphill toward a

sheer cliff ahead. The tracks lead to the bottom of the cliff and stop. An enterprising PC who checks the cliff for tracks finds some. But they lead straight up. The sheer and icy cliff face presents an almost impassable barrier. Even an accomplished thief would find it difficult to climb such a precipice (-45% to the attempt).

Searching for a way up reveals an icy, treacherous path that winds its way to the top about 20 yards off to the left. Use might be made of *levitation* or *fly* spells as well. A faint, high-pitched scream can be heard from somewhere overhead. However the party reaches the top, the cantobeles will be waiting for them.

The Cantobeles' Trap

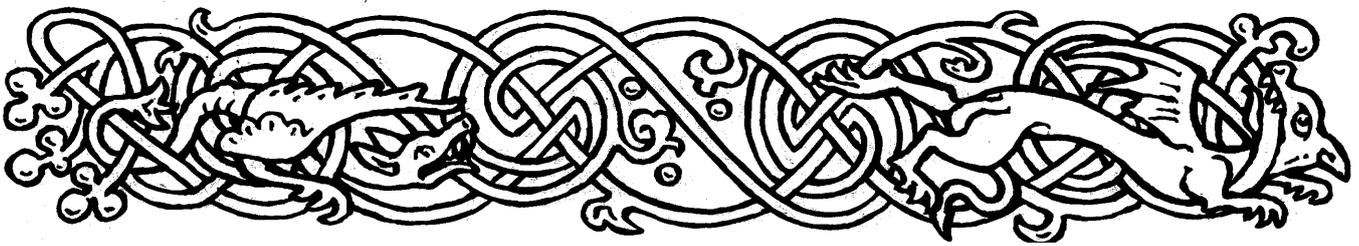
Having easily dispatched the first group of bounty hunters, the cantobeles is looking forward to adding to its larder. It dragged one of its first victims up the cliff face to its hidden cave and meant to return for the others when it heard the PCs moving around below. It has been a good day for the cantobeles so far. The beast has obtained enough food to last it for quite some time, and hopes it is about to get even more.

Being highly intelligent and taking advantage of its innate *ESP* ability, the cantobeles hopes to lure the PCs into range for its most devastating attacks. Because it has *ESP*, it knows what the PCs are planning and takes steps to avoid any traps they try to set.

As for its own trap, it uses its *tongues* spell to call out, "Hello? Where are you? I . . . I'm hurt. Can you help me?" Its soft, feminine voice might even fool the PCs into thinking they've found their friend if they are looking for her. If any PC casts *detect evil* or *detect lie*, the beast knows what the PC is trying to do and uses its *misdirection to detect* as good or as telling the truth.

Once the PCs start up the trail, *levitate*, or *fly*, the cantobeles waits until they are about 20 feet from the top, then casts its ice storm at the largest group, inflicting 3d10 points of damage (no saving throw) on everyone caught in the area from the hail stones that rain down upon them. If PCs are climbing the trail and are caught in the hail storm, they must make Dexterity checks at -2 or slip and fall off the trail,





causing them 1d6 extra points of damage and requiring a successful Dexterity check to regain their feet.

Meanwhile, should any of the party still be alive or escape unscathed, the cantobele will retreat into some heavy brush on the other side of a small iced-over lake and cry out, "Help! Help!" It will follow that with low growling sounds as if attacking someone. Since there is newly fallen snow atop the icy lake, it looks much like an open meadow area. The only clue it is not solid ground is the lack of dead sticks and plants protruding from the snow.

If someone steps out onto the thin ice on the lake, the ice will break, plunging the PC into the freezing water. Anyone tricked in this manner suffers 1d4 points of damage from sharp ice cuts and has a 25% chance of slipping under the ice (which requires the PC to take 1d4 rounds to locate an opening in the ice and escape from the frigid water). Wet clothing subsequently freezes, slowing movement rates to half normal. All PCs so affected must make successful Constitution checks to continue without taking time to thaw and dry off by a fire.

At some point during the cat-and-mouse game, the cantobele attacks, using its claw and bite attacks to its best advantage.

Cantobele (1): Int High; AL NE; AC 7; MV 12; HD 4; hp 32; THAC0 17; #AT 8; Dmg 1-8x6 (claws)/4-16 (bite)/1-10 (tail); SA Spell use; SD Immune to cold; SZ L (9' long); ML Champion (16); XP 1,400

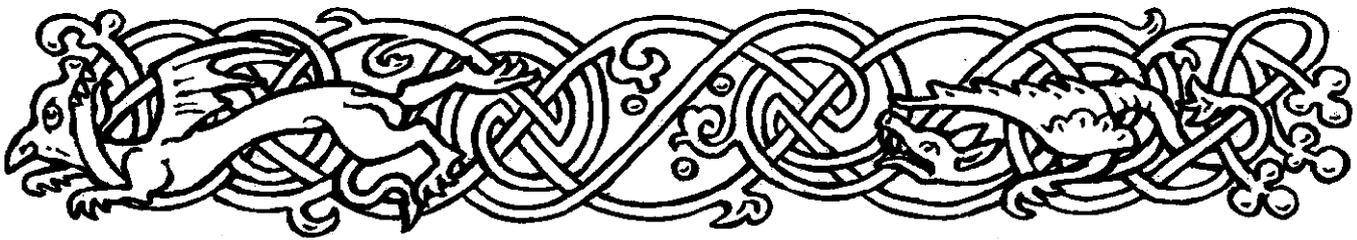
Cantobelers use their high-pitched, soft, feminine voices to lure prey to them. Hiding in underbrush, they use their *ESP* and *tongues* to manipulate foes close enough to spring upon them. They fight with all three pairs of legs, knocking opponents flat. Victims must roll a successful Dexterity check with a -4 penalty to maintain balance. The cantobele can cast one *misdirection* spell per day and an *ice storm* spell every 12 hours. They are immune to cold, have 110' infravision, and are never blinded or dazzled by snow, glare, or bright lights. *Grease* and *fumble* spells have no effect on them and they are able to travel across ice, snow, and any surface except sheer walls and cliffs at normal movement rate. Sheer surfaces reduce their

movement to half normal.

If the PCs manage to defeat the cantobele, whether by killing it or rendering it unconscious, they may trace its tracks back to its lair. The cave where the cantobele makes its home is a large, almost triangular cavern reached through a low opening partially screened by dead brush. Inside are the bodies of two other people (dead somewhat longer than the first group they found) and the unconscious form of a woman who has sustained a nasty bite and a blow to her head (their friend, if they are looking for her).

Also within is the beast's treasure pile, filled with souvenirs of its victims. The treasure consists of 150 gp scattered around, three 100 gp gems, two 500 gp gems, a pair of silver bracers (nonmagical, worth 300 gp), a gold chain and gold medallion set with a ruby (2,500 gp), a pair of brown boots (*boots of elvenkind*), a *potion of extra healing*, six packets of indigo dye, a suede wallet holding armor polishing cream and a soft cloth, a small silver ring (*ring of protection* +2) and a purple pouch with 6 gp, one small diamond (500 gp), a pair of tongs, a vial of holy water, and a small jar of dried black ink.

If the PCs initially choose to go the other direction, rather than going toward the cantobele's cry, they find no sign of another group and must backtrack to find their friend or the cantobele.



Cildabrin (2)

Terrain: Subterranean

Total Party Levels: 54 (average 9th)

Total gp XP: 10,080

Monster XP: 20,275

Story XP:

Complete: 49,521 Defeat: 24,760

Retreat: 12,380

Set Up

- The PCs enter a strange town where they are hailed as heroes and asked to investigate an old mine where several townsfolk have mysteriously disappeared. The townsfolk simply disappeared with no trace and the others have no idea what has happened. If the PCs agree to investigate, the townsfolk ring the church bell in celebration.
- The PCs camp for the night near an old abandoned mine. When they awaken, an NPC is missing and a passing woodcutter from the nearby town tells them he saw the NPC entering the old mine a few hours ago. As the woodsman walks away, he pulls out a shrill tin whistle and begins playing a loud and lively tune on it.
- The PCs are hired to scout an old mine for any valuable minerals or ores it might still hold. If the PCs agree to search the mine, the town bell is rung to announce the good news.

The Lair

Iron town was once a booming mining town. Then the ore played out and most folks moved away. A few old dwarves persisted, stubbornly digging deeper and deeper in search of good ore. One day they didn't return. The search party that set out to find them met instead with a fearsome spider being and a delegation

of drow. Rather than fight to the death or surrender themselves and their families to slavery for the drow or to fill the belly of the spider creature, the townspeople agreed to a deal.

The drow would keep a watchtower close to the surface in the town's old mine, and make forays to the surface in search of slaves or victims. The cildabrin, a scorpionlike spider creature, would serve as their advance guard in the upper cave area. In return for leaving the town alone, the townspeople would direct any travelers through the area to the cave system on one pretext or another, where the cildabrin and drow could capture or kill them.

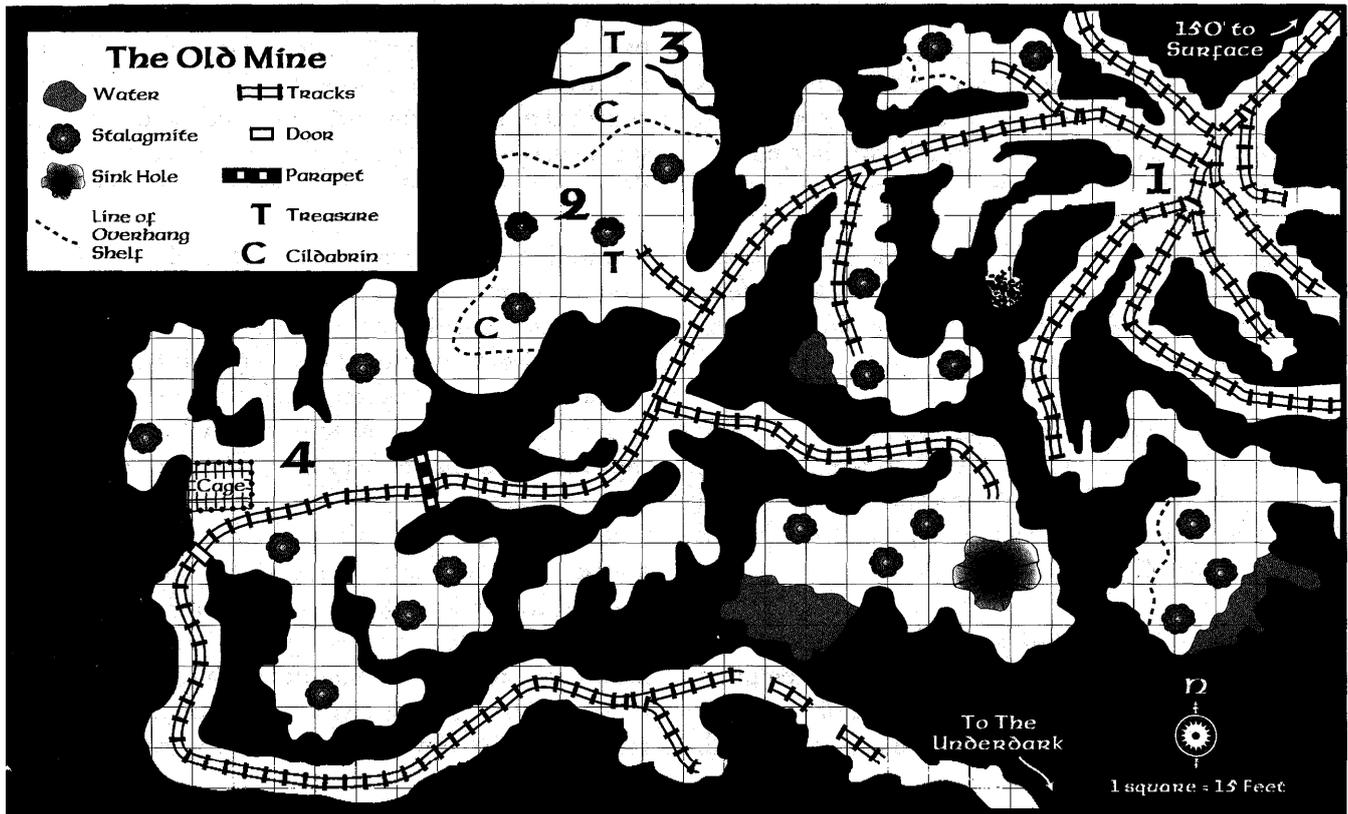
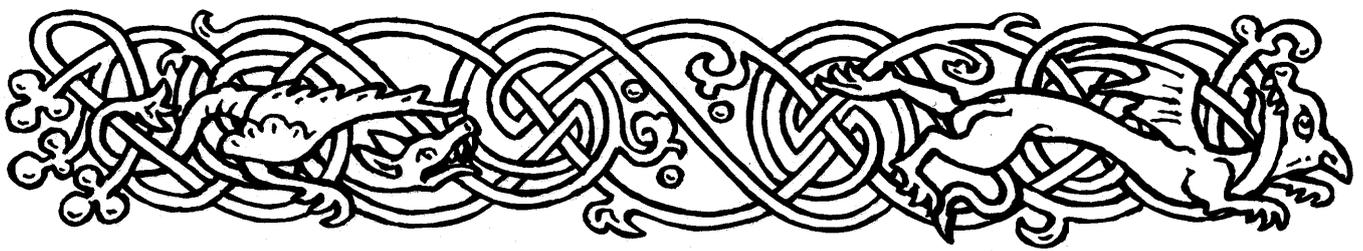
Though they agonized over doing so, the adults of the town considered the fate of their children should they refuse to agree or should they disobey the drow once an agreement was reached. The people of Iron town have been commanded to ring the town bell or make some other loud noise to warn those within that someone will soon be arriving whenever they direct someone to the mine. The PCs are the townsfolk's latest offering, and regardless of whether a bell is rung or a whistle is sounded, those within will be ready for them when they arrive.

False Trail

An old, rusting mining cart lies on its side outside the entrance. The tracks along which the old car once ran reach into the cave entrance and disappear downhill. It is quite easy to follow the tracks down into the mine, though light sources will be needed after descending about 40 feet, since sunlight from the outside no longer reaches the interior.

The air becomes chill and the PCs' light illuminates only the area directly around them. Spreading outward are pockets of shadow and blackness that seem to jump and waver as the light moves along. Strong wooden beams frame the passage, giving some reassurance that the tons of rock overhead will not come hurtling down, though the wood occasionally





creaks and pops. The steady dripping of water from somewhere ahead and their own movements and breathing become the loudest sounds in the mine.

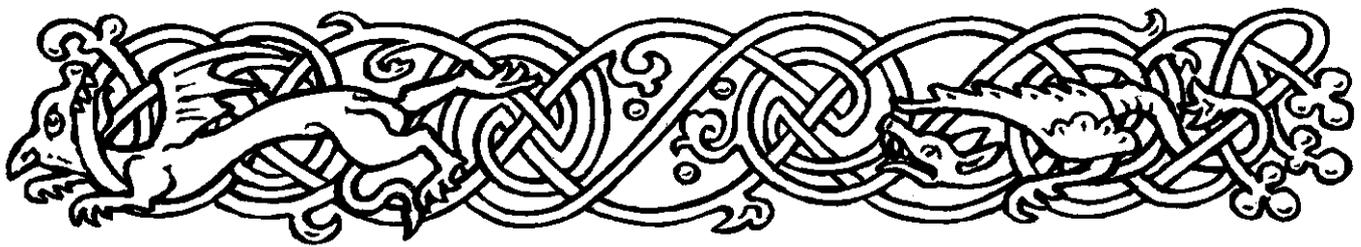
Area 1. After gently curving and descending for more than 150 feet, the track enters a large cavern where several branches of track lead off in different directions. Old mining cars sit where they were abandoned, some still on the track and partially filled with rock. Examination of the various branches reveals a woolen cap lying near the entrance of the second tunnel on the left.

If the PCs choose to follow a different tunnel than the one the cildabrin have baited, they should wander into blocked passages where cave-ins occurred, dead ends where the mining suddenly ceased, criss-crossing tracks where it is difficult to figure out which way to go (leading them back around onto the cildabrin's baited path), or into a random encounter or two, before curving around to rejoin the cildabrin's tunnel. Alternatively, the tunnel areas could be expanded and used to introduce the PCs to a longer underground adventure.

Area 2. The cildabrin have baited this tunnel to lure prey to themselves. The track runs down the center, but there are numerous dark alcoves to either side. In the third alcove on the right, the PCs' light falls upon something that glimmers and gleams. Should they investigate, they find a long, intricately worked silver necklace set with tiny crystals (250 gp value) lying almost at the base of a stalagmite. Next to the necklace, a worn leather backpack lies open, spilling out five gold coins and a green glass bottle onto the cavern floor.

When the PCs get close enough to discern what is there (particularly if any bend down to retrieve the treasure) they are attacked by surprise by one of the cildabrin, who casts a *web* spell over as many PCs as he can, anchoring them to the stalagmite. The cildabrin's spell is a variation that forms a 15' radius web that also incorporates the properties of a *darkness 15' radius* spell. Once a few PCs are webbed, the cildabrin uses its *spider climb* ability to leave its hidden lair (30 feet overhead on a shelf) and attack them. It ignores or tries to get around any unwebbed





PCs to reach those who are trapped.

Once the first cildabrin has made its attack, its mate moves forward from a far, darkened corner and attacks unwebbed PCs from behind with her pincers and stinger. This cildabrin first casts *silence 15' radius* on the area, so any spellcasters who may not have been caught in the web will be unable to cast spells unless they can escape from the spell's area of effect. She hopes to prevent their escape by moving into melee range and attacking them.

Cildabrins (2): Int Average; AL NE; AC 5; MV 15; HD 11; hp 62, 58; THAC0 9; #AT 3; Dmg 1-12/1-12/1-6; SA Spells, poison; SD Immune to all *web* spells; MR 20%; SZ H (13' across, 6'-10' high); ML Elite (14); XP 7,000 each

If the cildabrin hits with a pincer, the victim must make a successful bend bars roll to escape, attempting it once per round. If unsuccessful, the victim takes an automatic 7-12 points of crushing damage per round. The creature's stinger can reach any medium-size or large-size targets that are in melee with it, inflicting Type O poison (paralysis in 2-24 rounds) on those who fail a save vs. poison.

These two cildabrins are a mated pair that lair in the alcove above where they have 12 large, purple eggs that will soon hatch. They have found life easy since allying with the drow, and they are quite confident they can overcome any opponents. Neither withdraws from melee unless it has taken more than half its hit points in damage.

Area 3. The cildabrins' lair holds 12 purple eggs, a number of bones, and several treasures they have collected from former victims. The treasure consists of a suit of *chain mail* +2, a normal two-handed sword, a *girdle of many pouches*, an empty backpack, a spellbook containing *read magic*, *magic missile*, *find familiar*, *levitate*, and *invisibility*, and a smashed crystal vial. Inside the pouches of the girdle are a number of spell components, a vial containing a *potion of water breathing*, and a cryptic message or old map that leads the PCs to another adventure in this book. All this lies atop a pile of mixed coins totaling 1,450 gp.

Area 4. The watchtower spans the tunnel a little farther down. It is a solid stone construction (much

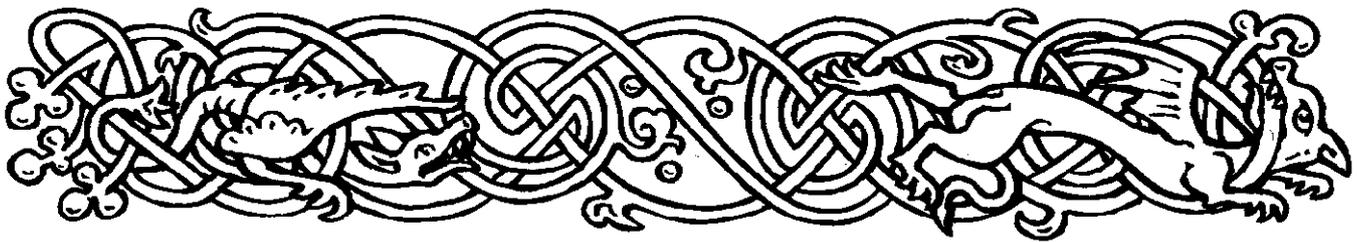
like a castle wall) that blocks access to the lower tunnel area and provides a protected section near the roof of the tunnel from which defenders may fire missile weapons or ranged spells. The tracks lead up to the door that is usually kept bolted from the inside.

Inside there is a large open space with a cage along one wall. Small natural alcoves off to either side provide rooms for the residents, and the track continues through and out the other side. A mining car, in better condition than the others seen thus far, is kept in the central room. Prisoners are loaded in the car, tied and blindfolded, and subjected to a wild ride down to the end of this tunnel (a pastime the drow find greatly amusing).

Recently built by the drow, the tower serves as both a prison for captives from the surface awaiting transport to the Underdark and as a staging post for raids on the surface. When raids are planned, as many as 60 drow camp around the watchtower, but during normal times, there are only eight in residence—the commander of the tower (a priestess), a mage, and six warriors.

The drow who man the watchtower are content to let the cildabrins feast on at least half the offerings made by the townspeople. They don't immediately respond to the warning that someone is on the way, preferring to arrive as the cildabrins finish playing with victims. This allows them to take advantage of any victims the cildabrins might have paralyzed and also serves to give them a good view of the fighting prowess of those they plan to attack. Anyone who gives the cildabrins trouble or who shows spellcasting abilities is targeted by the drow for their first surprise attack. They arrive six rounds after the fight with the cildabrins commences.





Fiothas (CE ef (drow) P6): Int High; AC -1; MV 12; hp 40; THAC0 18; #AT 1 or spell; Dmg 1d6+4 (adamantite *mace* +3) SA See below; SD See below; MR 62%; SZ M (5' tall); ML Elite (14); Str 12, Dex 18, Con 11, Int 13, Wis 17 (+3 bonus vs. mind-affecting magic), Cha 15; XP 1,400

Fiothas wears *chain mail* +2, drow cloak and boots (75% likely to remain undetected in shadows or to surprise enemies), and has a *mace* +3. All dark elves save vs. magical attack (including devices) with a +2 bonus. They have 120' infravision. Her innate spell abilities function once per day, allowing her to cast *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*, *detect lie*, *clairvoyance*, *suggestion*, and *dispel magic*. In addition, her priestly spells for the day are *bless*, *command*, *cure light wounds* x2, *protection from good*, *heat metal*, *hold person* x2, *resist fire*, *silence* 15' radius, *cause blindness*, *prayer*, and *bestow curse*.

She always attempts to capture rather than kill, and will desert her companions rather than face death herself. If she is forced to flee, she runs for the protection of the tower and tries to make it back to the Underdark.

Raithir (LE em (drow) W5): Int Genius; AC 3; MV 12; hp 18; THAC0 19; #AT 1 or spell; Dmg 1-4+2; SA See below; SD See below; MR 60%; SZ M (5' tall); ML Elite (14); Str 9, Dex 16, Con 10, Int 18, Wis 12, Cha 12; XP 975

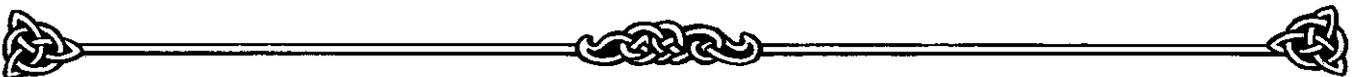
Raithir gains a +2 bonus vs. magical attacks, has 120' infravision, and has the following innate spells, each usable once per day: *Dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, and *detect magic*. He wears *bracers of defense* AC 5 along with his drow cloak and boots, and he carries a *dagger* +2 coated with drow sleep poison (save at -4 or fall unconscious for 2d4 hours). His other spells for the day are *friends*, *grease*, *magic missile* x2, *detect invisibility*, *improved phantasmal force*, and *slow*. He has these spells plus three other first-level, two second-level, and one third-level (DM's choice) in his spellbook that he carries with him.

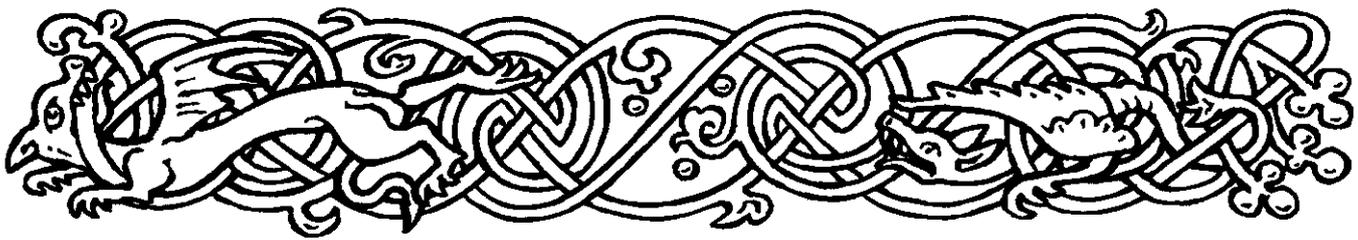
Drow fighters (6): Int High; AL CE; AC 4; MV 12; HD 2; hp 16x4, 14x2; THAC0 19; #AT 2; Dmg 1-6+1 (*short sword* +1) and 1-4+1 (*dagger* +1); SA See below; SD See below; MR 52%; SZ M (5' tall); ML Elite (14); XP 650 each

These drow have chain mail and Dexterity bonuses resulting in an AC of 4. They carry *short swords* +1 and *daggers* +1. Once per day they are each able to cast *dancing lights*, *faerie fire*, and *darkness* spells. They work in pairs against one opponent if possible. The first partner casts a *faerie fire* or *darkness* spell on an opponent as the second partner moves in to engage the foe in melee. The next round, both partners attack. If foes are capable of casting spells or have ranged weapons, one set of partners remains behind to defend Fiothas and Raithir, allowing them to cast spells freely. Raithir has a fondness for using his *levitation* spell to float near the ceiling and cast spells from within a dark or shadowy area. Fiothas relies on her cloak and boots to get into position for devastating sneak attacks on opponents.

If the PCs win the battle against the cildabrin and their drow allies, they can recover the following treasure from the drow: Raithir's spellbook, 25 gems with a total 2,575 gp value, a *potion of flying*, a *potion of plant control*, an adamantite necklace set with a black opal (5,800 gp), and a strange map (drawn with drow symbols) of some of the tunnels leading to the Underdark. The drow weapons, armor, boots, and cloaks decay in sunlight and are consequently worth nothing.

Any drow captured by the PCs admit to the scheme with the townsfolk and promise to return to the Underdark and cease activities in the upper world in exchange for their lives. Of course, any drow released do not keep their word, but return with a war party to hunt down the PCs. This could be used to begin a longer Underdark adventure.





Crawling Claws (18)

Terrain: Any (Urban)

Total Party Levels: 18 (average 3rd)

Total gp XP: 5,700

Monster XP: 3,595

Story XP:

Complete: 9,795 Defeat: 4,897

Retreat: 2,448

Set Up

- A friend or family member of one of the PCs is found murdered. Words scrawled in the dust next to the body read "The Hand . . ."
- Several robberies and assassinations have taken place recently, but no one reports seeing anything. The PCs are hired to investigate. A palm print in the mud near one of the victimized shops is the PCs' only clue.
- An NPC friend of the PCs becomes the target of a series of unexplained attacks. The NPC is reluctant to talk about it, but the PCs soon become targets too.

The Lair

Vair Thistlewaithe was small, weak, and always ridiculed by the other folk of the town. He found the perfect revenge by apprenticing himself to a wizard in another town. Upon the wizard's "accidental" death, Vair inherited his magical tomes and items. When he felt ready, he and a partner (Zegoron Black, a freelance assassin) returned to the town disguised as kindly holy men and opened the Helping Hand Aid Society, a charitable moneylending organization. In truth, "Brothers" Vair and Zegoron are loan sharks who create a need for their services by robbing, vandalizing, or destroying the

property of potential "clients."

Once someone appeals to them for a loan, Vair *charms* the person into agreeing to an exorbitant interest on the loan, then keeps extending the payment date at higher and higher interest rates until the person is destitute. The Helping Hand Aid Society then claims the property (and sometimes the services of the former owner) as repayment for the loan. Those who refuse or who suspect that all is not right are visited by Vair's "pets" (crawling claws he creates from Zegoron's former victims or from loan clients who learned too much).

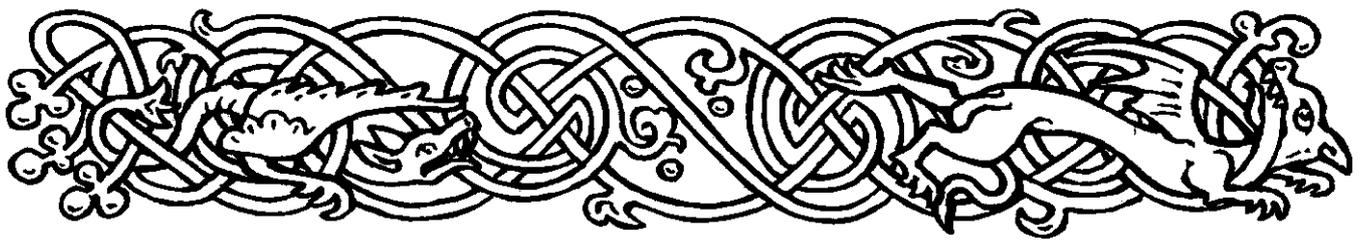
A Helping Hand

When the PCs arrive in town (for whatever reason), they meet an old acquaintance (a former traveling companion or someone they've helped in the past) named Dugal Fastblade at the inn. Their old friend greets them quietly, almost furtively, and tells them he cannot talk right now but if they'd like to help him and make a tidy sum of money at the same time, he'll meet them out by the town well in two hours. If the PCs indicate they are in town to investigate something, Dugal becomes very serious and says they may be working on the same thing and asks them to work with him.

If they agree, Dugal gives them a small pouch and asks them not to open it until they meet him later. He then leaves. Should they attempt to follow, the PCs are delayed by a rowdy bunch of farmers coming through the door and cannot get past them quickly enough to catch their friend. By the time the PCs get outside, Dugal (clever former thief that he is) has disappeared.

If anyone thinks to look around the room for a reason why their friend can't talk immediately, the other occupants look like a couple of merchants (discussing business), a tall, lanky fellow tossing a knife up and down (a knife grinder/tinker passing through town), a burly, bearded man (captain of the town guard), two





fellows in monk's robes and sandals (Vair and Zegoron), and a tough looking man and woman (the mayor and his wife). The monks finish their meal and leave about five minutes after Dugal leaves, and the guard captain, the mayor, and his wife finish soon thereafter and leave also. The others stay in the inn.

If the PCs open the pouch, they find a severed hand inside. They might wonder what their old friend is up to.

If they choose to do so, the PCs have a couple of hours during which they can question the innkeeper, the merchants, or other townspeople. They can't learn much else except who the other people in the inn were (Vair and Zegoron are described as charitable holy men), that Dugal recently lost a lot of money playing cards and hadn't been seen again since he paid his debt (until tonight), and that lots of shops are going out of business or changing ownership. They may also find out that a few people have been found dead lately, either beaten or strangled to death, and the town guard has been running in circles trying to figure things out.

If they delay their questioning until the shops are open the next morning, they find the shopkeepers are reluctant to talk to them and keep looking over their shoulders as though they believe they are being spied upon. One merchant finally breaks under the pressure and begs them for "... money. I need 200 gp. Just 200 gp and I'll be out from under. Please, I'll pay you back, I swear it. Anything you want from my store ... I ... I have a family ... I don't want to die like the others."

From this merchant (a general storekeeper named Murvis) the PCs can discover that several of the former victims of the murders and vandalism were customers of the Helping Hand Aid Society (like Murvis is). Murvis doesn't think the "good brothers" are behind any of it. He believes the "criminal element" is trying to put the good brothers out of business (he is *charmed*, after all).

The Meeting

When the PCs go to meet Dugal, he never shows up. If they set out to look for him, they run into the town guard who are on their way to arrest the PCs as the

last people to see Dugal alive. His body has just been found down an alleyway. The PCs may recognize the burly, bearded captain as one of the diners at the inn. The guards ask them to surrender their weapons and come peacefully. If they do, they are taken to the town jail, where they are questioned (especially if they still have the pouch with the severed hand in it), and subsequently released after a priest is hastily summoned to *detect lie*. They are then free to return to the inn.

If they don't surrender, the guards attack. If the guards win, the PCs are arrested for disturbing the peace and resisting arrest and spend the night in jail before being summoned before the mayor for judgment in the morning. If they escape, whether during the fight or from the jail, they will be considered dangerous fugitives to be attacked on sight.

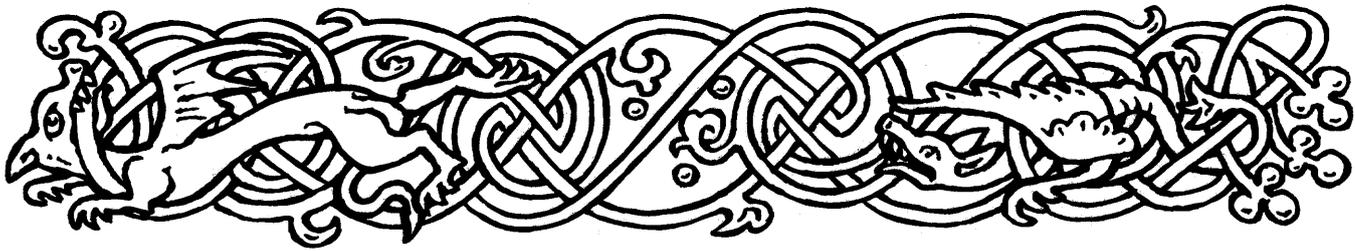
Town Guards (8 F2): Int Average; AL NG; AC 6; MV 12; hp 16x2, 12x4, 9x2; THAC0 19; #AT 1; Dmg 1-6 (short sword); SZ M (5'-6" tall); ML Average (10); XP 65 each

All guards have average statistics. The captain is a 4th-level fighter with a *sword* +1, 26 hp, and a THAC0 of 17. He is worth 175 XP.

Attack of the Hand

Whenever the PCs return to the inn to sleep, Vair and Zegoron will attempt to silence them (assuming that they have learned too much from Dugal) and retrieve the hand stolen from them. Zegoron unlocks the doors and Vair stands in the hallway invisibly controlling the crawling claws he sends in to attack. They continue attacking until the PCs are dead or until it looks as though the PCs will win the fight, at which point Vair calls off the remaining hands and they all flee. They also attack if the PCs come to the Society building to question them.

Vair Thistlewaithe (NE hm W6): Int Exceptional; AC 5; MV 12; hp 18; THAC0 19; #AT 1 or spell; Dmg 1-4 (dagger); SZ M (5'-6" tall); ML Average (10); Str 9, Dex 10, Con 11, Int 16, Wis 9, Cha 8; XP 2,000



Vair has *bracers of defense* AC 5, a *ring of invisibility*, and a *potion of healing*, which he will use to his best advantage. He usually commands his crawling claws while remaining invisible in the background. His spells for the day are *charm person*, *color spray*, *ventriloquism*, *wall of fog*, *knock*, *mirror image*, *fireball*, and *hold person*. He has two more first-level spells, two second-level spells, and one third-level spell in his book (DM's choice). Vair keeps 4,500 gp worth of gems hidden in a lockbox under his bed, along with the deeds to several buildings and businesses in town.

Zegoron Black (NE hm T5 assassin): Int High; AC 4; MV 24 (12); hp 21; THAC0 18; #AT 1; Dmg 1-6 (short sword); SZ M (6' tall); ML Average (10); Str 10, Dex 16, Con 14, Int 14, Wis 8, Cha 10; XP 270
PP 40%, OL 52%, FT 45%, MS 50%, HS 30%, HN 10%, CW 75%, RL 0%, backstab at +4 to hit and x3 damage



Zegoron wears leather armor and *boots of speed*. He has two gems worth 600 gp each that he carries in a neck pouch.

Crawling Claws (18): AC 7; MV 9; HD 2-4 hp; #AT 1; Dmg 1-4 (vs. armored foes), 1-6 (unarmored foes); SD See below; Int 0; AL N; MR See below; SZ T (human hand); ML Fearless (20); THAC0 20; XP 35 each

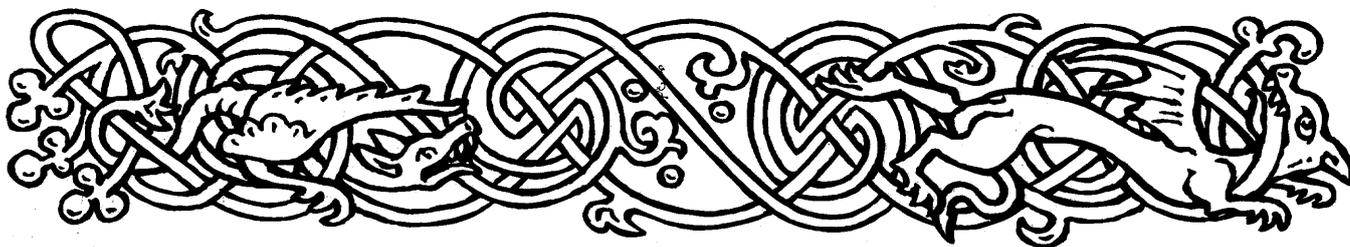
Crawling claws are the animated remains of paws or hands that leap up to 15 feet to battle those they are commanded to attack. They are immune to death magic or *raise dead* spells and to *charm*, *sleep*, and *hold* spells. They are not subject to turning, *control undead* spells, or holy water. Cold-based spells make them brittle so all damage to them is increased by 1 point per die. Edged weapons inflict only half damage and all magical weapons inflict damage as if not enchanted (though attack bonuses still apply).

All claws of a single batch use telepathy to work together. If instructed to do so, they can move objects as heavy as five pounds for each cooperating claw. The maximum number of claws that can be created at a time equals the level of the creator.

There are 18 claws in three separate groups. The other one was from a prior group. If the PCs still have the other claw, Vair will start the attack by commanding it to strangle whoever has the pouch it is in. Vair has not programmed the claws to carry out a specific action as he prefers to command them in person. He can command them, one group at a time, for three rounds at a time before taking a one-round rest. He cannot cast spells at the same time.

If the PCs win, they can search the Helping Hand Aid Society and find the treasure listed under Vair's entry as well as Vair's spellbook. Also in the Society building is the book that explains how to make crawling claws.





Crimson Death (1)

Terrain: Swamp

Total Party Levels: 72 (average 12th)

Total gp XP: 14,055

Monster XP: 22,000

Story XP:

Complete: 77,721 Defeat: 38,861

Retreat: 19,430

Set Up

- The PCs are contacted by Ravinder Darkmantle, a vampire who wishes to return to normal life by reuniting with his soul essence. His spirit is now a crimson death and he has identified where it lairs. He gives the party a magical silvery bottle in which to capture the creature to bring it back, and a scroll with the spell needed to force it into the bottle. He points out the map engraved on the bottle, which leads to the creature's lair. He offers 10,000 gp for the PCs' help and asks that they succeed or return to slay him.
- A woman named Ravi Darkmantle asks the PCs to travel to a nearby swamp to retrieve the soul essence of her dead father. She tells them a horrible creature made of vapor took her father's soul, but they can reclaim it by capturing the creature in a silvery bottle she gives them that has a map engraved on it. She also gives them a scroll with the spell needed to get the creature into the bottle, and promises them a reward of 10,000 gp value should they succeed. She doesn't say her father is a vampire.

The Lair

Ravinder Darkmantle was once a priest. Trapped by a vampire and its human servitors, Ravinder was drained and slain, becoming the slave of the

master vampire who killed him. Praying to his god for aid, Ravinder felt his soul leave his body and travel elsewhere. A voice in his head told him that he would always know where to locate his soul and that someday, when he was free, his soul could be reclaimed. Since that time, the master vampire has been slain and Ravinder freed. His studies have led him to understand that his soul is now a crimson death. Because he cannot tolerate the sunlight, he needs someone else to fetch his soul essence. He has been laboring for three years crafting the silvery bottle that is to hold the crimson death. He has also been laboring for three years upon the scroll the PCs must read to force the creature to enter the bottle.

Bloodfern Swamp

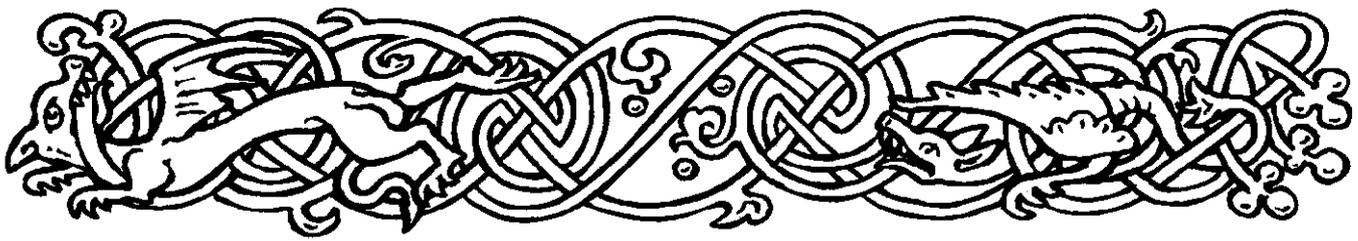
Bloodfern Swamp used to be a good fishing and hunting area for the people who lived nearby. Aside from the beautifully colored red ferns that gave the swamp its name, useful herbs and plants could be found in abundance as well. About 20 years ago, all that changed. Those who entered the swamp never returned, and gradually, the place attained an evil and sinister reputation. If any natives of the area see the PCs about to enter the swamp, they warn them not to go.

The swamp is actually not an unpleasant place. The dry parts are obvious and solid, while the waterways are narrow enough to be easily leapt. The few areas that have wide expanses of water have usually been bridged long ago by fallen trees (the work of the hunters and fishers who used to frequent the swamp).

The PCs can easily follow the map on the bottle. Travel to the lair of the crimson death takes all day. Flying isn't an option since the thick trees and foliage block the view of the ground, and teleporting to the area (even if using a *teleport without error* spell) is a poor idea since the bottle's map does not give enough detail to make the place a "known location."

As the PCs enter into a darker area of the swamp,





they are attacked by a creature that suddenly rises up out of the water as they cross a ten-foot-long, three-foot-wide log bridge. The creature, a thessalmonster who resents their intrusion into its territory, begins by spitting a gob of acidic saliva at the person (or persons) in the center of the log. The saliva covers a twelve-foot-diameter circle (and so might catch some or all of the rest of the party as well) and causes 12d6 points of damage (half if a save vs. poison is successful).

Thessalhydra (1): Int Low; AL N; AC 0; MV 12; HD 12; hp 71; THAC0 9; #AT 1-10; Dmg 1-6x8/1-12/1-20; SA Acid; SD See below; SZ G; ML Steady (12); XP 12,000

Thessalhydrae have eight six-foot-long, serpentine heads surrounding a large, circular mouth rimmed with jagged teeth. At the end of its 18-foot-long tail is a pair of sharp pincers. Each head attacks independently for 1d6 points of damage plus an additional 1d6 points of damage if its victim fails to save vs. poison. The mouth bites for 1d20 damage plus another 1d20 points of damage if a save vs. poison is unsuccessful. The tail pincer can grasp an opponent, deliver 1d12 points of damage, and deposit the victim in its mouth in the same round.

Items placed in the mouth must save vs. both acid and crushing blow each round until destroyed or removed. Once per day, it can spit acidic goo (12d6 points of damage) as far as 30 feet away. The beast is immune to all acids. Fringe heads can suffer 12 points of damage before being severed; damage to them does not count toward the overall hit points of the monster.

Nightmare

The PCs can stop short of entering the area of the crimson death's lair to camp for the night if they wish. Wherever the PCs decide to stop, a clinging fog settles over the swamp, and they are attacked during the third watch by the crimson death, who became aware of their presence in the swamp during their battle with the thessalhydra. It initiates its attack against any one person left on guard duty by sneaking forward

disguised by the fog. If successful, it then feeds on sleeping PCs at its leisure.

Crimson Death (1): Int Genius; AL NE; AC 0 (4); MV Fl 12, Fl 6 after feeding (B); HD 13; hp 102; THAC0 7; #AT 1; Dmg 3-30; SA See below; SD See below; MR 95%; SZ M (6'); ML Champion (16); XP 10,000

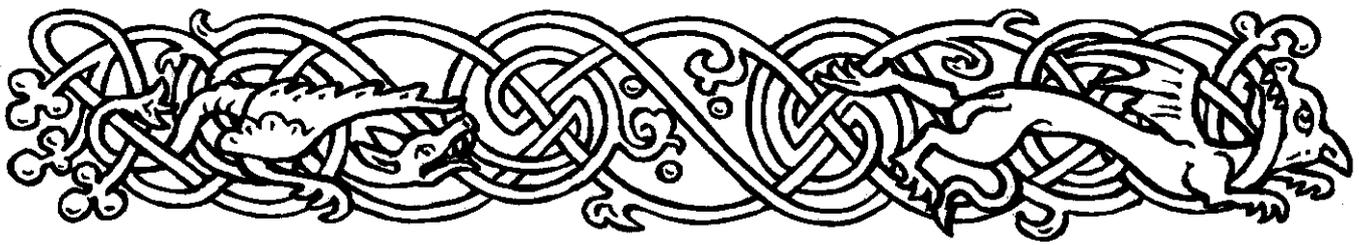
A crimson death is a malevolent, vaporous creature that feeds on the bodily fluids of its victims. It is difficult to distinguish from fog and nearly invisible to *infravision*, giving it an initiative bonus of +4. When it has fed, it develops a crimson flush and is easily seen. It has humanoid features and communicates in barely audible whispers, but only to someone it has captured. Normally AC 0 and hit only by +2 or better weapons, it becomes AC 4 and can be hit by +1 weapons after feeding. It feeds by extending vaporous tentacles that drain bodily fluids from those it hits. The tentacles cause 3d10 points of damage.

Folk tales say the creature can be collected and imprisoned in an airtight container. Furthermore, they are rumored to be the soul essence of people who have become vampires. Legend says the vampire can be returned to normal if rejoined with its crimson death counterpart.

Whoever gave the scroll and bottle to the PCs neglected to mention that the crimson death must be reduced to 0 hit points by normal means (since it is 95% magic resistant normally) before its vapors can be collected in the bottle. Fortunately, it doesn't matter when the scroll is read or the bottle opened. When the creature falls to 0 hit points, its essence will fill the bottle.

The crimson death's lair is in a hollowed-out area in an undercut bank nearby. Its treasure consists of four 500-gp gems, one 1,000-gp gem (sapphire), 1,055 gp in assorted coins, a scroll case holding a scroll with *cure serious wounds* and *heal* on it, and a silver ring set with a black diamond (a *ring of shooting stars*).





Dimensional Warper (1)

Terrain: Any (Urban)

Total Party Levels: 66 (average 11th)

Total gp XP: 9,000

Monster XP: 5,000

Story XP:

Complete: 50,666 Defeat: 25,333

Retreat: 12,666

Special note: The PCs should be staying in an inn with only one room available for them when this encounter occurs.

Set Up

- A trusted NPC tells the party that she believes someone is watching them. Because they have made several enemies in the past, the NPC is afraid someone has hired an assassin to kill them.
- Wherever they go and whatever they do, the PCs feel they are being watched. Whenever they leave their belongings behind, they are pawed through, but nothing is missing. Also, strange accidents keep occurring around them.
- The PCs return to their lodgings to find their belongings in disarray and just catch sight of a fleeing figure, whom they will undoubtedly chase. There is no time to discover if anything is missing.

The Lair

A dimensional warper has come to the Prime Material Plane and chosen to observe the PCs. As a master (which means it is very old and wise), it wishes to learn all it can about powerful adventurers.

Thus far, it has watched the PCs only from a distance. Now it plans to examine their belongings and their reactions more personally.

Master Vrixrig-Vimcuj, Dimensional Warper: Int Supra-genius; AL N; AC 1; MV 12; HD 10; hp 80; THAC0 11; #AT 3; Dmg 1-3/1-3/1-6; SA See below; SD See below; SZ M (6' tall); ML Elite (14); XP 5,000

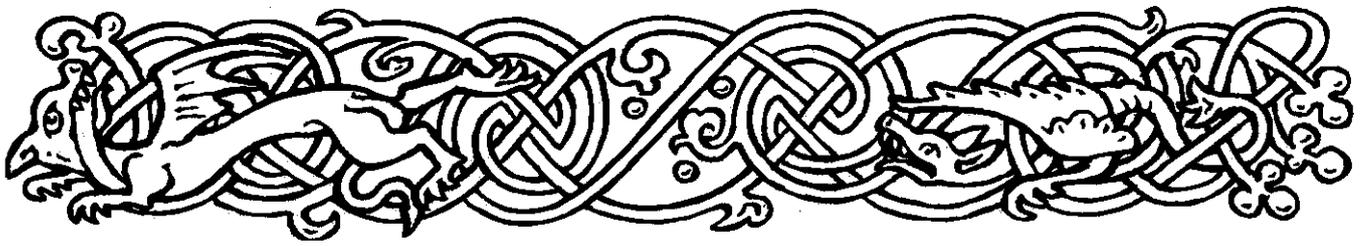
Dimensional warpers are snakelike beings with long, thin legs and arms, the latter of which end in hooklike claws. A strong membrane stretches between their arms and legs; they are bald and earless, have a long, lizardlike tail, and stand about six feet tall. Masters are denoted by a tattooed ring of symbols around their heads and down their backs. They are wholly concerned with gaining knowledge.

Warpers can attack once with each claw and with their tail. They can cast *enlarge* on themselves three times per day, can *haste* or *slow* themselves or another being as per the spell three times per day, can use *dimension door* once per turn, and use *duo-dimension* at will. They are also capable of casting one *time stop* per week. They usually use these, spells only if they feel they are losing control of a fight or if they are in danger of killing or being killed. They provoke fights only to observe opponents' fighting skills.

Master Vrixrig has found three wonderful toys to test out since coming to this plane: a *belt of teleportation* with six charges (as per the helm), an *amulet of proof against detection and location*, and a *portable hole*.

A Thief in The Night

If the PCs return to their lodgings and find Vrixrig going through their items, the warper jumps out the window and flees, his wings flapping behind him like



a cloak. It is not immediately apparent that he is anything other than a very tall, skinny human. To avoid a confrontation with the PCs, he uses his *dimension door* ability to move inside a nearby store that is closed. The PCs should be unable to locate him because of his amulet.

Master Vrixrig then waits until the PCs retire for the night (or move elsewhere and retire) before making another move in his new round of studies. Once they are asleep or have set a watch, he uses *duo-dimension* to enter their room, casts *time stop* and steals all the party's magical items and spellbooks (he's been paying attention) before teleporting out. He doesn't mean to keep the items, just to observe how the PCs react to the loss of things that are obviously of great importance to them. Any items such as *bags of holding* or other extradimensional spaces do not cause problems or rupture when placed in the *portable hole* because of the proximity of a being who is able to manipulate dimensions at will. A successful Intelligence check by someone on guard reveals that items are missing. They seem to have disappeared in the blink of an eye.

Any steps the PCs take (besides using *wishes*) to recover their items or discover who took them are unsuccessful. Gods will give hints or cryptic answers in response to divinations, as they have better things to do than make life easy for a priest who is too lazy to do his own investigations. The PCs still probably have plenty of money and can purchase regular equipment (nothing magical) at one of the stores in town. Spellcasters have only the spells they had memorized from the previous day (any they cast the day before cannot be replaced), but priests may pray for spells normally. Law enforcement personnel cannot help since the PCs saw nothing and have no leads.

The Challenge

Master Vrixrig experiences great enjoyment (and gains much knowledge of human nature) from hiding nearby via *duo-dimension* and watching the PCs search for their items and the perpetrator. Possible scenes include talking to the town sheriff, interviewing other roomers and the innkeeper, speaking with the NPC who first noticed they were being watched

(who knows nothing more), purchasing equipment, or complaining about their losses. After two days, or when they run out of ideas, Vrixrig sends them a letter. It says,

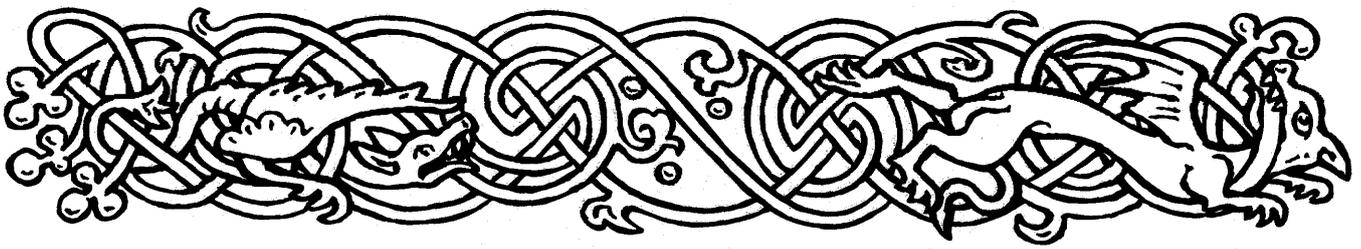
"If wish you to be seeing your items of stealing, to be meeting at spot of seclusion on marked map enclosed. Light will. To be talking hope."

On the back of the letter is a nicely drawn map showing a circle for the town and a copse to the west, with an X on a portion of the woods. Master Vrixrig's note means that he wants to meet with the PCs in the woods outside town. He will have set up a light in the spot so they can find it, and he hopes they can discuss many things.

The PCs cannot beat him to the spot since he is already there. He has taken some precautions since he plans to attack the PCs when they arrive to test how powerful they are without their magical items. He is in one of the trees and uses *duo-dimension* when the PCs arrive. He has left three large lanterns lit below, set in a semicircle. Illuminated by the light is a large bundle wrapped in blankets. It contains sticks and leaves and has been fashioned to look like it holds the PCs' items. Of course, it has no *dweomer* if someone *detects magic*.

The PCs will probably suspect a trap. They may send one member in to inspect the package while the rest hide. If they do so, Master Vrixrig uses his *dimension door* ability to get behind one watcher and casts *slow* on as many of the PCs as he can. He then attacks with claws and tail. If hurt himself, he uses *dimension door* to escape, then attacks someone else. He tries to position himself so that no area effect spells can be used against him without also catching a PC. Once he has sustained half his hit points in damage (or if he is beating up the party too badly), he yells, "Now we stopping be and to give back items. Much learning you me bestow!" He returns their items along with a book on other dimensions that is worth 9,000 gp to a sage, and then he leaves the plane. PCs should get the full XP only if they do not kill him.





Dracoliches (2)

Terrain: Mountains

Total Party Levels: 96 (average 16th)

Total gp XP: 12,062

Monster XP: 52,340

Story XP:

Complete: 106,068 Defeat: 53,034

Retreat: 26,517

Set Up

- The party has recently acquired a magical sword that a “friendly” wizard/sage tells them must be returned to the protection of a gold dragon that lairs nearby. Actually, the sword is host to an evil dragon’s lifeforce. Taking it to the lair will allow the dragon to repossess its slain body and become a dracolich.
- Among the treasure the PCs recently have acquired is (unknown to them) a sword that serves as the host object for an evil dragon’s lifeforce. It is necessary for the dragon’s transformation into a dracolich. Along with this sword, several valuable gemstones and minor magical items have been stolen. The PCs have tracked the thieves to their hideout, a large cave system.
- The party is hired to slay an evil dragon and is given a special magical sword with which to do the deed. Arriving at the dragon’s lair, the PCs find that things are not quite as they were reported.

The Lair

The Cult of the Dragon plans a major increase in their activities. They have already created one dracolich and have almost completed work on another. Their plans were disrupted when an agent for the Harpers managed to steal the sword, which

contained the life essence of the second dragon, preventing it from making the transformation. The Harper was tracked and slain, but *Dragonstooth* (as the sword is called) was lost for two weeks and has only recently resurfaced—in the possession of the PCs. Actually, the sword itself is not the host of the dragon’s spirit; rather the large ruby set into the pommel contains the dragon’s essence. *Glassteel* has been cast upon the ruby to protect it. *Dragonstooth* is a *long sword +4 defender*.

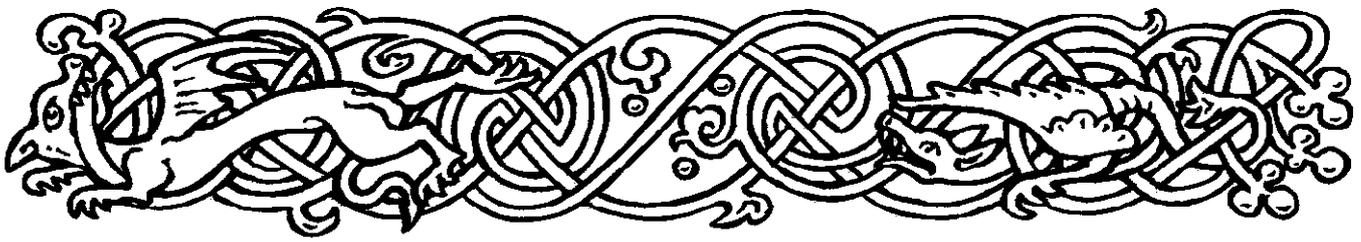
All that is required for the dragon’s transformation is for the sword to be brought to the place where the dragon’s body lies and for the wizard who prepared the host object to touch it and the corpse, speak the name of the dragon, and cast *magic jar*. The new dracolich (an old red dragon) will not be able to cast any spells or use its breath weapon for a week, but it will still be a formidable opponent. Furthermore, a number of the cultists have gathered in anticipation of the transformation and their first dracolich has accompanied them.

Down Into Darkness

Depending on which Set Up was used to get the PCs to the cave system, they will either have the sword with them or will be trying to reclaim it. If the sword was stolen, the PCs arrive as the ceremony of transformation is starting. If they have the sword with them, everyone is in place and waiting for the “sacrifices” to bring the sword to them. The rest of this encounter assumes the PCs are bringing the sword with them. If the other Set Up was used, the description of the encounter should be adjusted accordingly.

After climbing through rough foothills for most of the day the PCs spot a worn track leading up to an enormous opening in the hillside. Inside is a large, flat area that could serve as a sort of porch for a dragon-sized creature. Strangely, any tracks that might have been in the area have been eradicated as if with a large broom. There are no bones or unpleasant





remainders in the porch area. A huge tunnel leads downward into darkness. A faint, reptilian smell scents the air inside. There are no other openings or hidden entrances. Light sources will be required as *infravision* is useless where everything is much the same temperature. The tunnel twists around, spiraling down without a break.

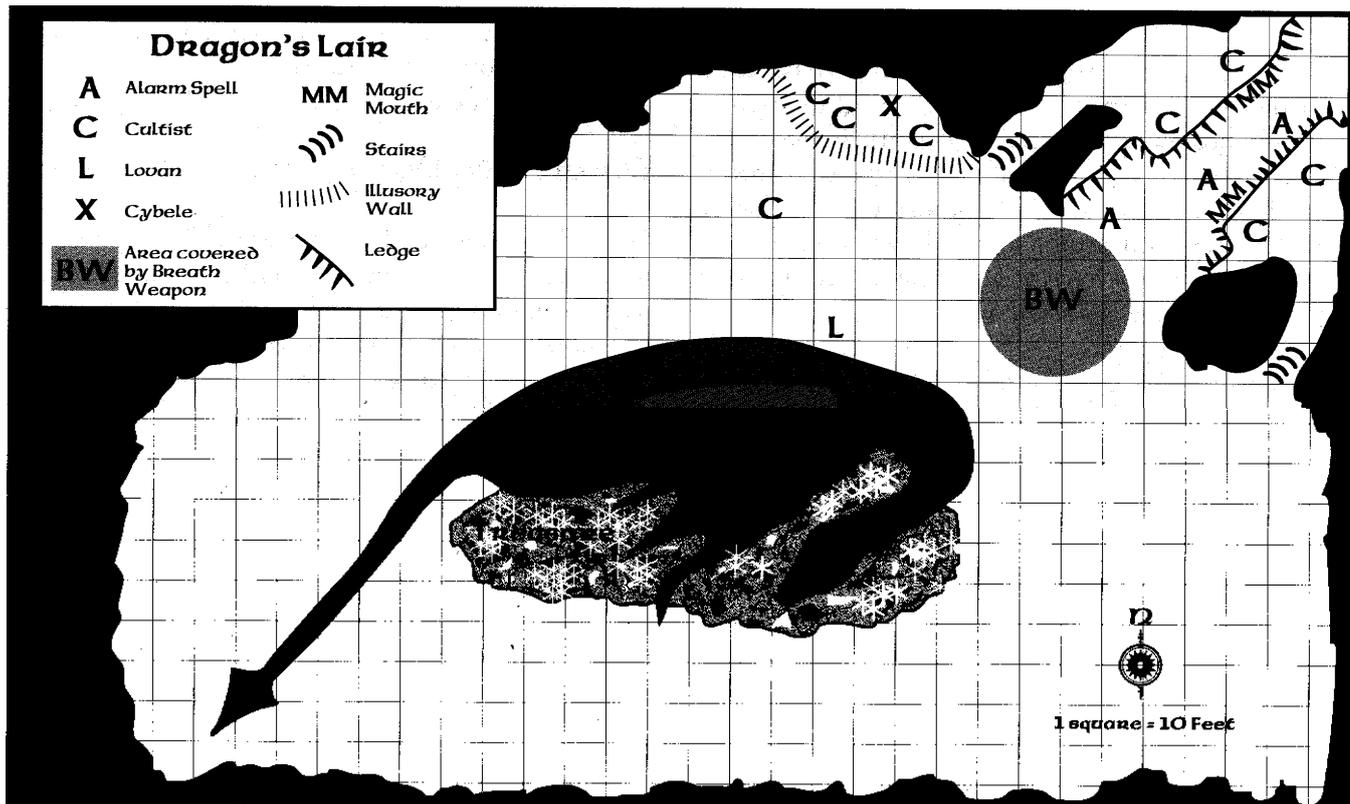
The wizards of the cult have cast a series of *alarm* spells and *magic mouth* spells along the lower 100 feet of tunnel. The upper 150 feet has no traps or alarms of any kind. It is possible the PCs might relax and not be checking for traps or magic by the time they reach this area since the upper section was clear. Unless the party is extremely careful, their entry into the lower tunnel will be announced either with loud ringing or a voice screaming, "Guests, milord!"

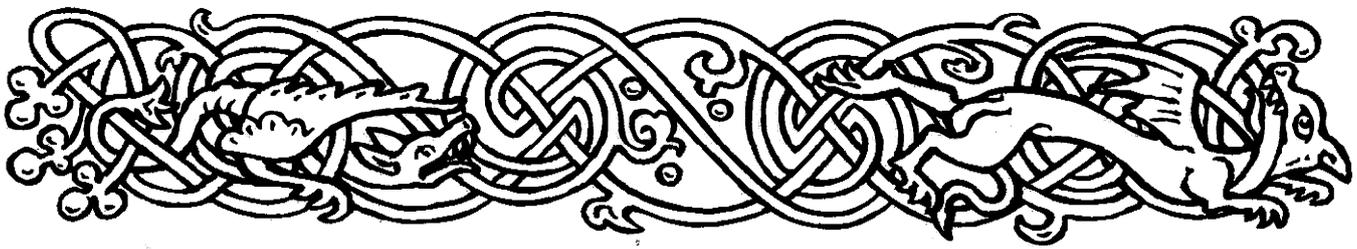
Along the last 50 feet of tunnel before it enters the dragon's lair are four balconies hidden by the darkness overhead, each occupied by an *invisible* cultist whose orders are to let the PCs pass, then move into position behind them to block any escape. If the party is not checking overhead, the cultists automatically suc-

ceed in getting behind them. Should the PCs notice the balconies or spot the cultists, they may attempt to overcome one or more of them and enter the dragon's lair through the tunnels leading from each balcony into the main cavern. The PCs might forget to look up at this point, since they can now see light.

"Birthday" Party

When the PCs reach the vast main cavern, they find it dimly lit by several torches set in sconces every 20 feet or so. Echoes from their own movements can tell them that the ceiling is not lower than 100 feet overhead. In the flickering light and shadows, the PCs can just make out the form of a huge dragon (more than 120 feet long with a tail about the same length) lying atop a pile of treasure. It looks like an enormous, red dragon. It also looks quite dead. It is up to the PCs what they do at this point. They might think it is an illusion. They can approach the treasure pile while remaining alert for attack. Whatever they do, the cultists have specific plans.





The first dracolich, Shhuusshuru (or Shadow-wing), was formerly a shadow dragon. Taking advantage of the shadows in the cavern and her *create shadows* and *nondetection* abilities to hide from the party on a ledge 50 feet overhead, she stretches down her neck and uses her breath weapon on the party as they enter. As soon as she has done so, the four cultists hidden behind an *illusory wall* designed to look like the rest of the cavern attack the PCs, trying to overwhelm the party with spells and melee attacks. The four cultists who were behind the party attack the PC who carries the sword and they try to seize it.

If the cultists succeed, they take the sword to the master of the cult, who begins the ceremony. It takes him three rounds to complete his spell and effect the transformation, and then Greshrukk (Red Eye) will awaken as a dracolich and join the fight without spells or breath weapon. This should be an extremely tough battle for the PCs, who are outnumbered and may lose levels to Shadow-wing's breath weapon. The cultists are both dedicated and intelligent (two are wizards), as are the dracoliches. If at any time Shadow-wing feels that her life is in real danger, she tries to escape, diving into the shadows and using her *shadow walk* ability to escape. This might lead to another adventure as she rallies the cult to punish those who interfered with their plans before and sets out to systematically destroy the PCs.

The Combatants

In order to fully use both Shadow-wing and Red Eye, the general information on dragons and the entries for red dragons and shadow dragons in the *Monstrous Manual* should be consulted. Though not absolutely necessary to play through the scenario, the extra information and detail could add much enjoyment.

Shhuusshuru (Shadow-wing), Great Wyrms Shadow Dragon Dracolich: Int Genius; AL CE; AC -14; MV 18, Fl 30 (D), Jp 3; HD 20; hp 112; THAC0 1; #AT 3 + special; Dmg 1-6/1-6/3-18 (plus a +12 combat [damage] modifier and 2d8 points of chilling damage); SA Spell use, breath weapon; SD Immunities; MR 60%; SZ G (67' long with a 56' tail); ML Fearless (19); XP 22,000

Shadow-wing has the ability to communicate with any intelligent creature. She is immune to energy draining, *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *hold*, *insanity*, and *death* spells or symbols. She cannot be poisoned, paralyzed, or turned by priests and can only be harmed by magical attacks from wizards of 6th level or higher.

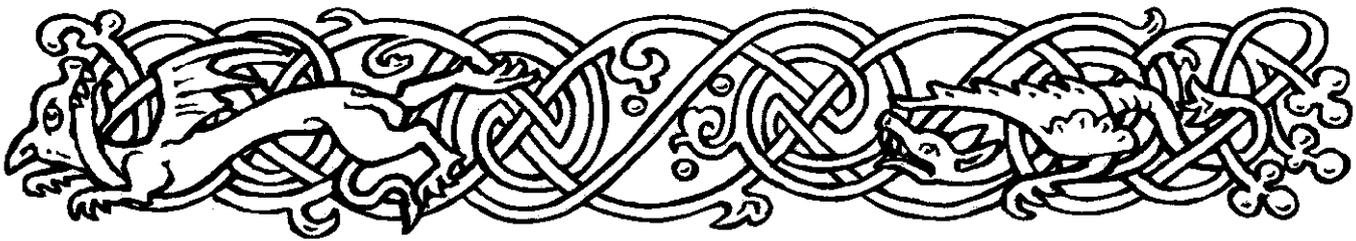
She has a 95% chance to hide in shadows, and can innately cast *mirror image* (3x day) for 1d4 + 1 images, *dimension door* (2x day), *nondetection* (3x day), *shadow walk* (1x day), and *create shadows* (3x day), making leaping shadows that effectively give her *improved invisibility* for one hour.

Her breath weapon is a cloud of blackness 40 feet long, 30 feet wide, and 20 feet high. Those caught in it are blinded for one round and lose three-quarters (round up) of their life energy levels for 6d4+2 turns. A successful save vs. breath weapon reduces the loss to half (round up) their life energy levels. PCs reduced to 0 or lower lapse into comas for the duration. Shadow-wing has the following spells: *alarm*, *charm person*, *magic missile*, *ventriloquism*, *ESP*, *magic mouth*, *stinking cloud*, *wizard lock*, *dispel magic*, *item*, *spectral force*, *suggestion*, *contagion*, *polymorph other*, *cone of cold*, *distance distortion*, *eyebite*, *glassees*, *command*, *detect magic*, *faerie fire*, *dust devil*, *hold person*, and *trip*.

She can *detect invisible* within 120 feet and radiates an aura of fear (save at -1 penalty) with a 50-yard radius. The gaze of her glowing eyes can paralyze creatures within 40 yards if they fail a saving throw (those of 6th level or higher receive a +3 bonus to their save). Furthermore, a successful melee attack requires the victim to successfully save vs. paralyzation from the chilling cold or be paralyzed for 2d6 rounds. Immunity to cold negates the extra damage (2d8), but not the paralyzation.

Greshrukk (Red Eye), Old Red Dragon Dracolich: Int Exceptional; AL CE; AC -9; MV 9, Fl 30 (C), Jp 3; HD 23; hp 97; THAC0 1; #AT 3 + special; Dmg 1-10/1-10/3-30 (plus a +8 [damage] combat modifier and 2d8 points of chilling damage); SA Paralyzation; SD Immunities; MR 45%; SZ G (120' long with a 120' tail); ML Fanatic (17); XP 19,000





Red Eye has the same immunities as Shadow-wing and the ability to cause chilling paralysis and paralysis by gaze. He does not currently have the ability to cast spells or use his breath weapon. He attacks savagely unless he feels his life is endangered; then he attempts to escape after scooping up as much treasure as he can carry.

Lovan Wyrmlord, head cultist (NE hm W 14): Int Genius; AC 3; MV 12; hp 35; THAC0 16; #AT 1 or spell; Dmg 1-6 +3 (staff) or by spell; SZ M (5'9"); ML Elite (14); Str 11, Dex 13, Con 15, Int 18, Wis 12, Cha 13; XP 7,000

Lovan wears *bracers of defense* AC 4 and carries a +3 staff. He has a *brooch of shielding* with 21 charges left in it. His spells for the day are: * *alarm* x 2, *burning hands*, *detect magic*, *magic missile*, *detect invisibility*, *improved phantasmal force*, * *invisibility* x 2, * *magic mouth*, *dispel magic*, *fly*, *nondetection*, *slow*, *vampiric touch*, *dimension door*, * *illusory wall*, *improved invisibility*, * *stoneskin*, *feblemind*, *magic jar* x 2, *telekinesis*, *globe of invulnerability*, *project image*, *teleport without error*. Those spells preceded by an asterisk have already been cast. He has eight uses left on his *stoneskin*.

Lovan focuses on creating the dracolich. He uses his spells to his best ability to do so rather than attacking the PCs, unless they make it impossible for him to perform the ceremony.

Cybele Draconsdattir, cult second-in-command (NE hf W7): Int Exceptional; AC 4; MV 12; hp 21; THAC0 18; #AT 1; Dmg 1-4 +2 or by spell; SZ M (5'3"); ML Elite (14); Str 10, Dex 12, Con 10, Int 16, Wis 11, Cha 15; XP 1,400

Cybele wears *bracers of* AC 4 and carries a +2 dagger. Her spells for the day are: * *alarm*, *charm person*, *color spray*, *grease*, *blur*, *darkness 15' radius*, *stinking cloud*, * *invisibility* x2, *improved invisibility*. Those marked with an asterisk are already cast. Cybele is hidden with three other cultists behind the *illusory wall*.

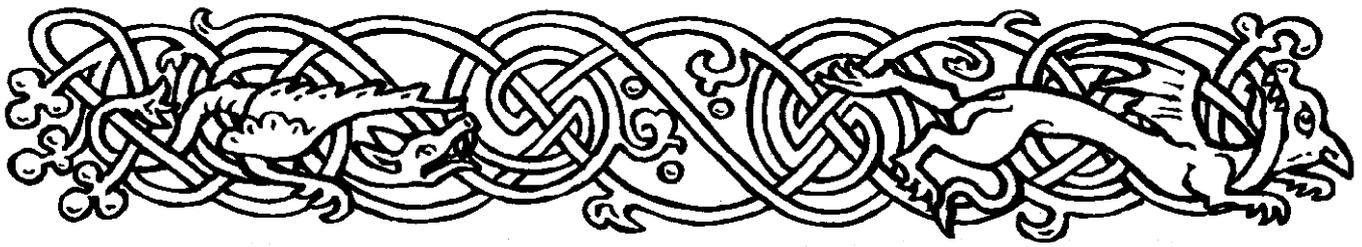
Dragon cultists (7 F6): Int Average; AL NE; AC 3; MV 12; hp 36 each; THAC0 18; #AT 3/2; Dmg 1-8; SZ M (6'); ML Average (10); Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10; XP 420 each

Four of the cultists are *invisible* and attack from behind unless the PCs noticed them earlier. The other three rush out from behind the *illusory wall*.

In order to fully defeat a dracolich, its soul host object must be destroyed as well.

Aside from the magical items that can be taken from defeated foes, the PCs can get a total of 342 gp in gems from the cultists. Additionally, there is the dragon's hoard. In the hoard the treasures include 10,000 cp, 6,000 sp, 1,000 ep, 2,000 gp, and 400 pp mixed in a huge pile (the PCs will need a wagon to transport all the coins), 16 gems (10 gp x 4, 50 gp x 4, 100 gp x 4, 500 gp x 3, and one 1,000 gp value). There are also nine pieces of jewelry worth a total of 3,380 gp, a *cloak of arachnida*, two *beads of force*, *necklace of prayer beads* with five special beads, a *ring of mind shielding*, a scroll with two wizard spells (DM's choice), a scroll with one priest spell (DM's choice), a *serpentine owl* (*figurine of wondrous power*), *potion of diminution*, *potion of extra healing*, a *philter of glibness*, *oil of impact*, and a map showing the route by air (and the aerial landmarks) to Shadow-wing's lair and the Cult of the Dragon's headquarters that was meant for Red Eye's use.





Fachan (10)

Terrain: Swamp

Total Party Levels: 42 (average 7th)

Total gp XP: 3,001

Monster XP: 22,100

Story XP:

Complete: 30,001 Defeat: 15,000

Retreat: 7,500

Set up

- Times are tough and the PCs have been reduced to hiring on as caravan guards. While scouting ahead of the caravan along the Old Swamp Road, the party is attacked.
- Previs Goodmerchant's caravan was reported entering the swamp along the normally safe Old Swamp Road, but it is now overdue. His worried wife hires the PCs to find the caravan and her husband.
- While traveling along the Old Swamp Road, the PCs reach a portion that stretches between waterways near some beaver lodges. As they try to cross they are attacked by the fachan.

The Lair

A tribe of fachan has built its lodges along a portion of the Old Swamp Road. The road passes between two lakelike areas at this point, becoming a sort of raised, flat dike about 15 feet across. A marvel of engineering, the 40-foot-long roadway was constructed of layered stone and mortar topped with dirt and overlaid with logs and stone to give it strength. Rather than being wholly solid, it was made to have run-off drains through the interior so imbalances in the water levels of the two lakes would not cause flooding and wash it away. The fachan have con-

structed their lodges against the supports of the roadway. Though they are quite large, the lodges are so cleverly constructed that they look like normal beaver lodges.

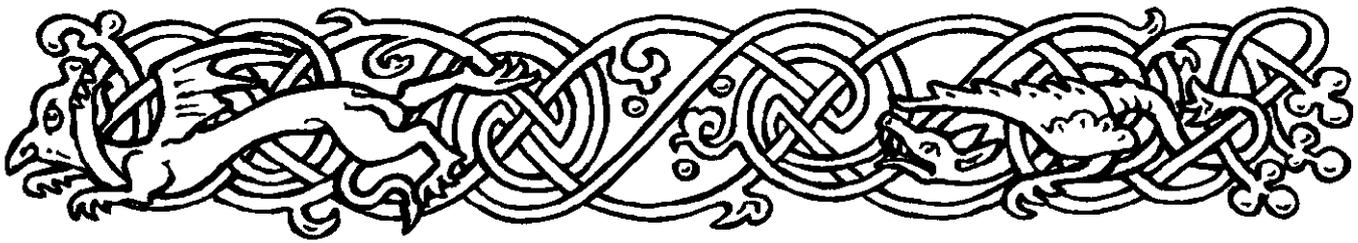
The Attack

As the PCs try to cross the raised roadway, they are attacked by fachan who leap out of the water on either side of the bridge. They use their head-butt as a first attack, but each creature is also armed with a sword or an axe.

Fachan (10): Int Low; AL NE; AC 5 (head AC 2); MV 9, SW 15; HD 4+2; hp 20 each; THACO 17; #AT 1 or 2 (bite and weapon); Dmg 1-4 (bite), 1-6 (short sword or hand axe); SA Head butt, paralytic bite; SD Surprised only on 1; SZ S (2'-4' tall); ML Steady (12); XP 650 each

Fachan have one leg, one arm, and a single eye in the center of their faces. Their six toes are spread around their round footpad for balance and leaping. They can leap a 10-foot span and hurtle a 6-foot barrier from a standstill. They prepare surprise attacks since their keen hearing warns them of other creatures' approach, and often lie partially submerged, waiting for the best chance to attack. Their hard skulls cause 1d6 points of damage to opponents with an AC of less than 2 when used in a head-butt. In addition, the victim must successfully save vs. petrification or be stunned each round until a successful save is made.

Their bite causes 1-3 points of damage, but they can generate a paralytic poison from their muck-encrusted teeth (successfully save vs. poison at +2 or be paralyzed for 1d4 rounds). Once an opponent is down, they push him underwater to drown him unless they want to save him to torture later and to eat.



The Lodges

Should the PCs successfully fight off their attackers and wish to search the area, they might notice the beaver lodges look a little strange. They are constructed in a circular pattern with five structures surrounding a much larger one. Once the PCs look more closely, they notice a scrap of clothing drifting lazily in the water, partially caught on the sticks of one of the outer lodges. They can investigate by dropping into the water and finding the submerged doorway into the lodge. They might also notice the smashed caravan wagons the fachan pulled off the road and overturned into the lake. They might also notice the wagon tracks stop at that point.

Once through the doorway, they can go up inside the lodge where there is both air and solid footing made of interwoven sticks and mud. From inside, they can hear a human voice shrieking in pain. The fachan are toying with poor Previs Goodmerchant and his caravan guards.

All fachan in the lodge have the same statistics as those given previously except for the chieftain, who

has 30 hp.

Lodge One. As the PCs enter, they are attacked by three fachan guards. The lodge leads to a dark inner hallway that opens onto the other peripheral lodges and into the larger central lodge. Part of the hall area passes through openings in the roadway above.

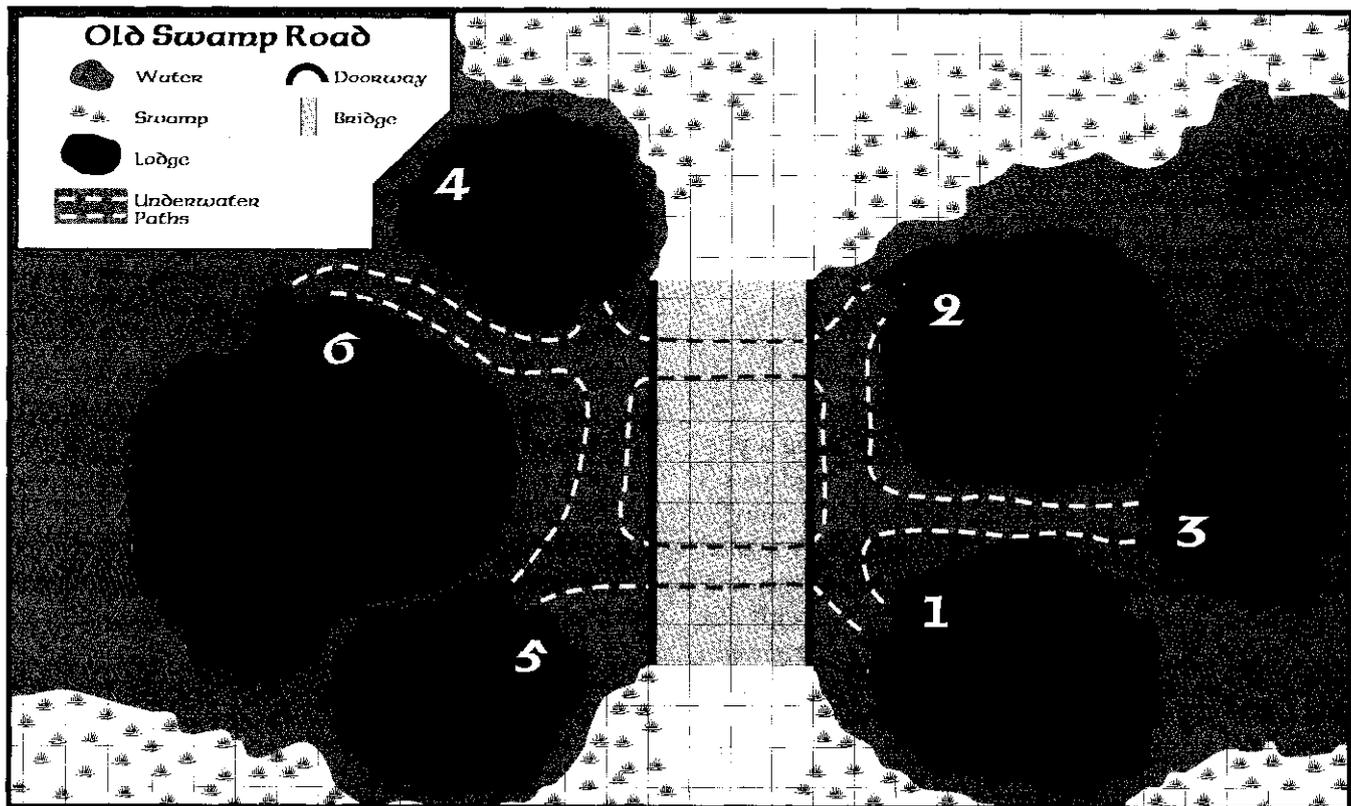
Lodge Two. There are two female fachan here along with four younglings (noncombatants).

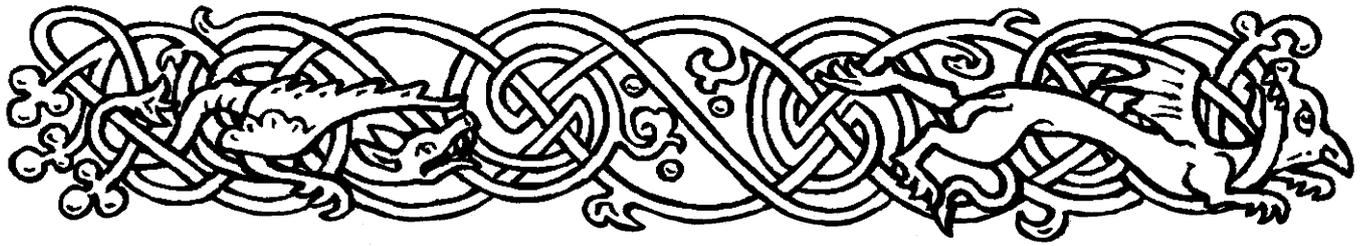
Lodge Three. A single fachan keeps guard here over what is probably food for the tribe. The meat is of questionable origin and emits a terrible odor.

Lodge Four. This lodge is empty except for a few broken weapons and 10 sp that lie scattered about.

Lodge Five. Nine female fachan occupy this area. Though they look frightened, they move to attack the party with head-butts and teeth. They have no weapons.

Lodge Six. The chieftain's lodge holds the rest of the tribe (nine including the chief) who are busy torturing Previs and his two surviving guards. The fachan attack the PCs on sight. If the PCs win the battle, Previs rewards the PCs with 500 gp each for their daring rescue.





FIRENEWTs (22)

Terrain: Hot, Volcanic Regions

Total Party Levels: 78 (average 13th)

Total gp XP: 30,151

Monster XP: 44,815

Story XP:

Complete: 116,632 Defeat: 58,316

Retreat: 29,158

Set Up

- While in a village near some volcanic mountains, the PCs see food, valuables, and captives being loaded onto large wagons. The townsfolk doing so seem sorrowful rather than evil, however. The townsfolk sadly explain that the gifts are to be sent as tribute to the “burning ones” in the mountains.
- When they stop overnight in Firelake, a village near some volcanic mountains, the PCs are received with great friendliness and treated extremely well. During the night, the villagers try to take them all prisoner, preferring to send outsiders as tribute to the firenewts rather than their own folk. They did try to make the PCs’ last hours pleasant ones, however.
- The people of Firelake, a small village near some volcanic mountains, greet the newly arriving PCs with cries and wails, begging them to rescue their kinfolk who have been taken as tribute by the “burning ones” in the mountains.

The Lair

The village of Firelake has long lived under the shadow of the volcanic mountains surrounding their fertile valley. Until a few months ago, they considered themselves lucky. All that changed when they had to begin paying tribute to the “burning ones” of

the mountains. Food, wine, gems, jewelry, and young men and women were demanded as tribute by the horrid lizard beings who rode tall, fireball-wielding birds into the village, destroying crops and taking captives. They have agreed to the tribute rather than see their whole village perish, but the demands are coming more frequently and whatever spirit they had left has been broken by the loss of their sons and daughters.

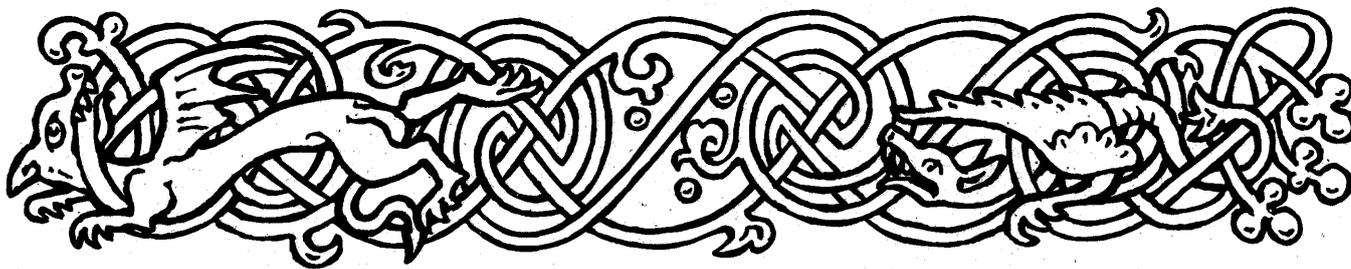
The Tribe of the Dancing Fires, a large group of firenewts, are the “burning ones.” They used to make sporadic raids, but have found it more profitable and easier to take tribute from the village of Firelake. They have done this in response to a change in leadership. Though Krukraa, their chief, still commands them, he has bowed to the wisdom of a newcomer to the area, a powerful wizard named Sekerian Mercuria, whose sorceries and fire giant guards have convinced the firenewts to ally with him. The demand for tribute is Mercuria’s doing, and he takes half of it for himself.

To The Mountain of Fire

Since the villagers are 0-level humans, any attack on the PCs is quite likely to fail. The remainder of this encounter assumes that the PCs are not prisoners, but have heard the plight of the town (townsfolk will relate the story if they fail to capture the PCs) and agreed to attempt a rescue or to drive the “burning ones” out. Everyone knows where the tribute is taken and can point out the correct mountain, and the trail leading there, to the characters. Because of the unpredictable weather and air currents in the vicinity of the active volcano that is their destination, the PCs find it very difficult to fly or use any flying devices such as *flying carpets*. The winds simply pick up anything in the air and toss it about randomly and violently. The reeking cloud that covers most of the volcano’s cone makes *teleportation* risky as well.

As they travel toward the Mountain of Fire, the PCs see what looks like a herd of animals moving





toward them. Just as they realize it is a group of brown lizard creatures atop large lizard-birds thundering forward, another group appears from a concealed guard post to the right. Both groups attack.

Firenewts (22): Int Low; AL NE; AC 3x2 and 5x20; MV 9; HD 3+3x2 and 2+2x20; hp 27x2 and 18x20; THAC0 17x2 and 19x20; #AT 1; Dmg 1-8x2 [battle axe] and 1-6x20 [short sword]; SA Breathe fire; SD See below; SZ M (5'6"-6' tall); ML Steady (12); XP 270x2 and 175x20

Firenewts are lizardlike marauders who dwell in hot regions. They live in a cruel martial society dominated by their priests. Once per turn they can breathe fire on a foe directly in front of them to a 5-foot range for 1d6 points of damage (save vs. breath weapon for half damage). They save vs. fire at +3 and take damage at -1 per die. Against cold, they have a -3 penalty to their saves and an extra 1 point of damage per die. Firenewts delight in torturing captives and find humanoid flesh a delicacy. They ride giant striders on raids and into battle.

Giant Striders (22): Int Animal; AL NE; AC 4; MV 15; HD 2; hp 12; THAC0 19; #AT 2; Dmg 1-8 (bite)/1-10 (kick); SA Fireball; SD See below; SZ L; ML Steady (12); XP 270 each

Giant striders are flightless, featherless birds that serve as firenewt mounts. They can emit small fire balls from ducts near their eyes (at a rate of one fireball per eye, per hour). These have a range of 20 yards and a burst radius of 10 feet. Anyone caught in the radius suffers 1d6 points of damage (successful save vs. breath weapon for half damage). They are immune to magical fire, save vs. all magical attacks at +2, and intense heat and flame act just like a *cure light wounds* spell on them. They take an extra 1d6+1 damage from cold-based attacks. They are fearless and gain a +4 bonus to their Morale checks.

Into The Lair

Assuming the PCs defeat the firenewts, they may continue on into the mountain. Along the east side of

the cone is a large opening. The trail leads inside. If any firenewts got away, they have ridden to the entrance and sounded the alarm. If the firenewts have done so, the party will be met by a war party on their way up from the depths when they arrive, and the females will be in the hatching grounds ready to defend the eggs.

If no alarm is given, the PCs only have to sneak in without being seen and fight the six (normal) guards on duty. Other firenewts are found in the area described, rather than massing for war.

Firenewts (Normal): AC 5; HD 2+2; hp 18; Dmg 1d6; XP 175

Firenewts (Elite): AC 3; HD 3+3; hp 27; Dmg 1d8; XP 270

Firenewts (Priests): AC 5; HD 3+3; hp 24; Dmg 1d6; Have *animal friends*, *faerie fire*, *predict weather*, *produce flame*, *heat metal*, and *pyrotechnics* (each 1x day); XP 650

Firenewts (Overlord): AC 3; HD 4+4; hp 36; Dmg 1d8; XP 420

Inside, a large tunnel winds down into a huge interior cavern. The heat is intense and becomes more so the lower the PCs go. Smaller caverns branch off to the left as the tunnel descends. The first is a warriors' gathering area that currently holds 10 normal firenewts and an elite sergeant. Noise here attracts those in the next nearest cavern.

The second cavern contains several smaller areas which obviously serve as family quarters. Here 12 males, 15 females, and 47 children are going about their business. If attacked, males and females fight. All but four firenewts are normal. Of those four, two are elites and two are priests. Children run for shelter or try to escape the room, and at least three females try to escape to bring help. The others fight as they are able. Only half of them have weapons with them.

Noise in the upper caverns brings no response from below unless someone summons help. The lower cavern is an enormous gathering area/throne room with a river of lava flowing through it. A slender arched





stone bridge crosses the river in the center. The overlord sits on a throne surrounded by four elite guards and two priests. Twelve normal firenewts are also here with six captives. They are preparing to lock one of the captives into a crude cage that can be swung out over the lava and lowered into it. The woman is struggling wildly to shouts of laughter and (if someone tries a *tongues* spell) betting. Coins are passing from hand to hand. Three other captives are tied and struggling as well. The other two are being led toward the overlord, who is munching on what looks suspiciously like a cooked humanoid arm.

Almost unseen (65% chance to go unnoticed until the firenewts bearing a treasure sack approach him) in the shadows and stalagmites behind the overlord's chair stands a black-robed man flanked by two huge humanoids—fire giants. If the PCs attack, the man sends one giant into the fray and keeps the other beside him to protect and shield him from attacks. If the battle turns against him and his allies, he ducks into an archway behind a stalagmite, runs for his treasure, and *teleports* out. If prevented from doing so, he breaks his *staff of power* in a retributive strike, hoping he'll survive and travel to another plane.

Sekerian Mercuria (NE hm W 17): Int Genius; AC -5; MV 12; hp 47; THAC0 15; #AT 1; Dmg 1-6+2 (or double, see item) or spell; SZ M (5'9" tall); ML Champion (15); Str 11, Dex 17, Con 15, Int 18, Wis 14, Cha 15; XP 11,000

Sekerian wields a *staff of power*, has *bracers of defense* AC 4, a *ring of protection* +3, a *ring of fire resistance*, three *beads of force*, and a deep red spherical *ioun stone* (+1 to Dex, already added in). He has memorized these spells: *detect magic*, *grease*, *magic missile* x 2, *unseen servant*, *alter self*, *hypnotic pattern*, *invisibility*, *web*, *wizard lock*, *dispel magic*, *fly*, *slow*, *tongues*, *vampiric touch*, *enervation*, *Evard's black tentacles*, *fire charm*, *improved invisibility*, *solid fog*, *chaos*, *passwall*, *shadow magic*, *teleport*, *transmute rock to mud*, *disintegrate*, *globe of invulnerability*, *mass suggestion*, *delayed blast fireball*, *monster summoning V*, *teleport without error*, *incendiary cloud*, and *maze*.

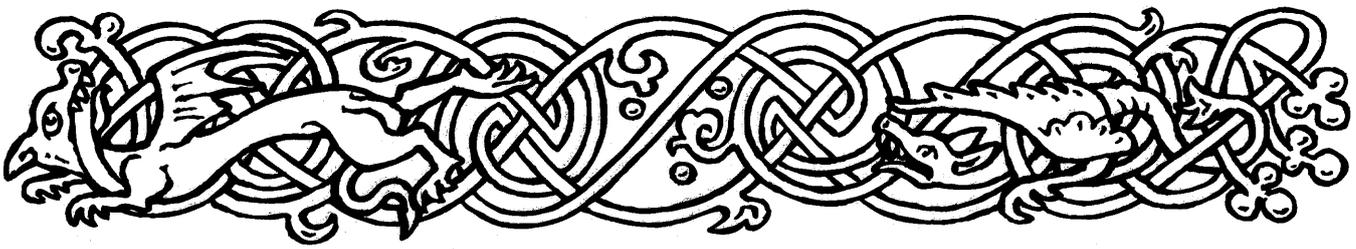
Ruvus and Revus Foeshammer, Juvenile Fire Giants (2): Int Average; AL LE; AC -1 (5); MV 12 (15); HD 14 + 2-5 hp; hp 72, 61; THAC0 6; #AT 1; Dmg 1d8-1 or by weapon (2-20 + 9); SA Hurl rocks for 2d10; SD Resistant to fire; SZ H (16' tall); ML Champion (15); XP 5,000 each

Fire giants are brutal and militaristic. They are immune to nonmagical heat and fire, and to red dragon breath. Magical fire attacks inflict damage at -1 per die. They can catch large missiles (like boulders) 50% of the time, and favor huge two-handed swords that cause double normal damage plus the giant's Strength bonus (2-20 + 9). Ruvus and Revus are twins who have opted to make their fortunes working for Sekerian Mercuria.

The firenewts' treasure totals 1,001 gp, four gems (25 gp), and a *potion of sweet water*. The giants have 900 pp and four 50-gp gems. Mercuria has acquired (not all from here) six 500-gp gems, a gold necklace set with a sapphire (2,750 gp), six matched fire opals (6,000 gp), an onyx box (200 gp) holding four diamonds (2,500 gp each), two *extra healing potions* and a *teleport without error scroll* (he grabs this if given the chance), a *hat of disguise*, six uses of *dust of illusion*, and a tiny chest holding 16 colored pearls (150 gp each). His spellbook is also there unless he had time to grab it. It contains all the spells he knows plus any six others the DM would like to add.

The giants' and Mercuria's quarters are behind the throne area. They have claimed all but six of the captives (who have been killed by the firenewts) as their slaves. The captives still living can be rescued. Food supplies and wines as well as handcrafted items and other items of value can be returned to the village or claimed by the PCs.





Frosts (5)

Terrain: Cold/Temperate Forests

Total Party Levels: 6 (average 1st)

Total gp XP: 800

Monster XP: 4,875

Story XP:

Complete: 6,008 Defeat: 3,004

Retreat: 1,502

Set Up

- While passing through snow-covered woodlands, the PCs are suddenly buried by a snow slide from the branches above. They hear soft giggles as they try to extricate themselves. The perpetrators wait to see if they are angry.
- The PCs are hired by Zhur K'Sara, a local wizard, to locate and capture some evil ice sprites that are plaguing travelers who cross through the snow-covered forest.
- The PCs are invited on a hunt by a local noble. They become separated from the rest of the hunting party and are cold, hungry, and lost, when they are approached by frosts who tease them with snowballs down their backs. The frosts offer to guide them back in exchange for their help.

The Lair

The frosts of Feathersnow Woods have always teased stuffy people who passed through "their" woods without leaving a token offering. A few days ago, however, they made a grave mistake when they picked on a testy young wizard named Zhur K'Sara. His dignity lay in shreds after he had snow dumped on him and was used as an impromptu sled. In retaliation, he grabbed one of the frosts, a female called Crystall, and shoved her into a sack. Threatening to

burn her to a crisp if he should be attacked again, he left the forest and returned to town. Not daring to pull any pranks or fight back lest the wizard harm Crystall, the frosts sadly watched him go and have been trying to figure out a way to rescue her.

K'Sara isn't an evil man. He's very young to have come into his powers and he wants to be very dignified at all times. The frosts made fun of him and made him look like a fool. He's beginning to regret that he took the poor little frost prisoner, but he's unwilling to let her go. He also wants an apology from the other frosts (hence he hires the PCs to capture them, if that Set Up is the one chosen).

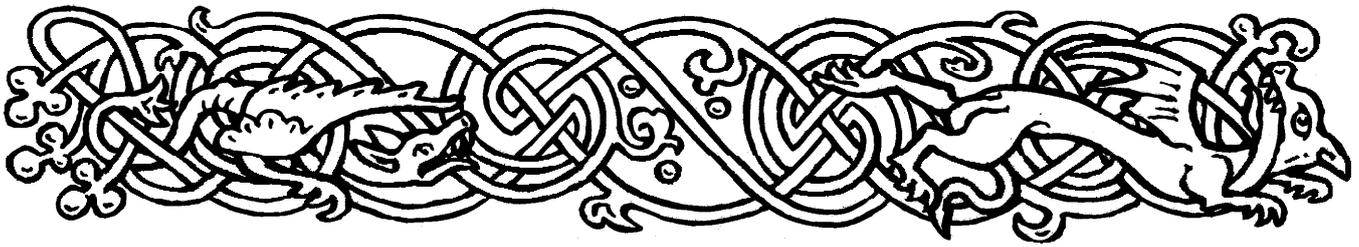
If the PCs can persuade the frosts to apologize and K'Sara to offer them little crystals or bits of food when he goes into Feathersnow Woods, the entire situation can be resolved. However the PCs get into the situation, it begins with the snowball attack by the frosts.

Bombardment

As they move through the forest, the PCs are hit by a huge clump of snow dislodged from a branch above their heads. Buried in soft snow, they take no damage, but it takes two to three rounds to dig themselves out. During that time the frosts giggle, jump down on top of them, turn somersaults, make faces, and dance on top of the PCs. If the PCs keep their tempers, the frosts will sit down a short distance away and wait for them to free themselves. Any elves among the party are addressed first, as the frosts prefer talking to elves rather than other humanoid.

Assuming the party does not immediately attack them, the frosts say, "You have paid the penalty for not bringing us gifts in order to cross our forest. We forgive you this if you will help us." If the party responds favorably, they explain their problem ("An evil wizard kidnapped Crystall, threatened to burn her up, and took her away to his house in town!") and ask the party to retrieve her. They offer six crystals as reward and a sack with eight more to use as ransom.





If the PCs are there to capture them, they put up a token resistance with their tiny daggers (icicles), but allow the capture, hoping the PCs will take them where they can use their spells to rescue Crystall.

Snow, Ici, Drift, Chillie, and Sleet Frost (5): Int High; AL NG; AC 9 (5 if flying); MV 6, Fl 24 (B); HD W (1d4 hp); hp 3 each; THAC0 20; #AT 1; Dmg 1-2; SA Spells; SD Invisible at will, immune to cold; SZ T (1' tall); ML Steady (12); XP 650 each

They may use *cone of cold* (3d4+3 points of damage) three times per day, *ice hands* (1-2 points damage, freeze water), and *control temperature 10' radius* at will. Immune to cold, they take normal damage from fire. Flames causing 1 or more points of damage sear their wings off. They cannot be regrown.

We're off To See The Wizard

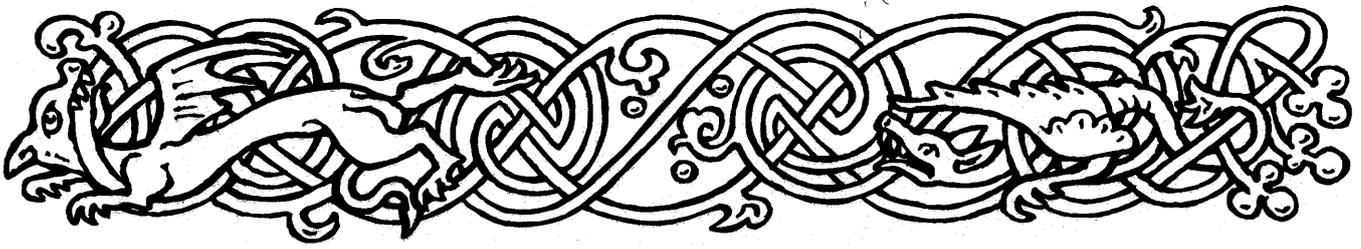
Whether as emissaries or captors, the PCs go to K'Sara's house, where he tells them his side of the story and offers to let Crystall go in return for an apology. The other frosts, who flew after the PCs invisibly, agree when they realize how hard it is for K'Sara to confess his error. He has been keeping Crystall in a tiny cage in his back room. He has not treated her unkindly. Once things are resolved, he gives the PCs 50 gp each to keep quiet about the whole affair and the frosts let the PCs move freely through the forest whenever they want. The PCs may keep all the crystals, which are worth a total of 500 gp.

K'Sara's statistics are given if PCs fail to bargain with him and attack instead.

Zhur K'Sara (LN hm W4): Int Exceptional; AC 6; MV 12; hp 15; THAC0 19; #AT 1; Dmg 1-4 (dagger); SZ M (5'6"); ML Steady (12); Str 9, Dex 18, Con 12, Int 16, Wis 9, Cha 9; XP 975

His spells for the day are *color spray*, *comprehend languages*, *shield*, *glitterdust*, and *mirror image*. He owns no magical items.





Harrla (1)

Terrain: Any Urban Area

Total Party Levels: 30 (average 5th)

Total gp XP: 15,250

Monster XP: 5,270

Story XP:

Complete: 22,937 Defeat: 11,469

Retreat: 5,734

Set Up

- A friend of the PCs, a noble paladin named Aldous Whiteshield, has been accused of a number of grisly murders. The PCs are asked to capture him and bring him in for questioning.
- Summoned to a secret meeting, the PCs are told of a paladin named Aldous Whiteshield, a pious young defender of the faith who is accused of several murders. The priest asks the party to apprehend him and bring him to the church for examination.
- An NPC friend of the PCs is attacked and almost killed. Their investigation leads them to suspect a young paladin named Aldous Whiteshield.

The Lair

Unknown to everyone in town, Aldous has fallen prey to a harrla through a strange series of circumstances. An old enemy of the paladin, an evil mage, managed to overcome Aldous and place a helm of opposite alignment on him, changing him to chaotic evil. Having effected his revenge, the wizard departed. As he angrily picked himself up from the alleyway where he had been dumped, Aldous attracted the attention of a harrla of hate that began manipulating the ex-paladin to commit violent acts. Those people who crossed his path have fallen to his

sword or run for their lives. The harrla has manipulated him four times now, reducing his Charisma to 14. If the PCs do not discover what is wrong, Aldous will eventually die.

Aldous Whiteshield, former paladin (CE hm F6) : Int Average; AC 3; MV 9; hp 41; THAC0 15; #AT 1; Dmg 1-8+3; SZ M (5'10"); ML Fanatic (16); Str 16 (+1 dmg), Dex 15, Con 13, Int 10, Wis 15, Cha 14 (was 18); XP 270

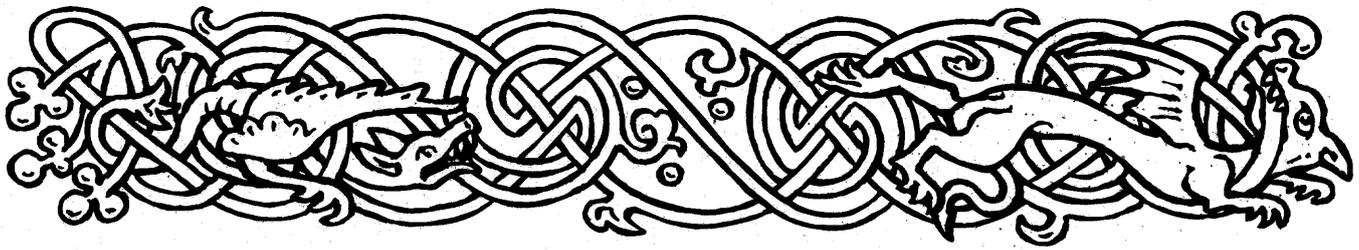
Aldous wears non-magical armor and carries a *long sword* +2.

Harrla of hate (1): Int Very; AL CE; AC 0; MV Fl 15 (A); HD 4+3; hp 30; THAC0 15; #AT 0; Dmg Nil; SA Emotion control; SD See below; SZ M (6' tall); ML Fearless (20); XP 5,000

A harrla is a creature that engenders a specific emotion in an individual, manipulating him into certain actions and feeding off that person's Charisma as it does so. A harrla of hate causes its victims to be overwhelmed with the desire to kill and destroy at the slightest provocation. Victims have no memory of what they have done while under its influence, which lasts for 30 minutes less 1 minute per point of Wisdom. This effect can be countered by an *emotion* spell that causes an opposite feeling (love) in its victim. An *emotion* spell cast on the creature stuns it for 1d4 rounds.

A harrla can move up to 75 feet from someone it is dominating, but usually flies above its victim. Naturally invisible, it can be seen as a humanoid figure with shimmering edges to those able to see invisible objects. It is immune to all non-magical weapons and takes only half damage from magical weapons. Harrlas are immune to all spells that inflict damage from heat, fire, cold, ice, electricity, or lightning, and to those affecting biological functions such as *sleep* or *cause light wounds*. Emotion-controlling spells like *charm*





might affect them, but they save at +4 vs. such spells.

Harrlas can pass through solid barriers with ease, and may move through individuals. When they do so, they infuse that person with hate for 1d4 rounds unless a save vs. spell at +2 is successful. The harrla does not drain Charisma with this momentary attack. A harrla has a special weakness related to its type. In this case, the ex-paladin's blood may be used like holy water to drive the creature away.

Search

As they move through the town, the PCs hear rumors of where Aldous might be ("He just smashed the greengrocer's window," "I saw him chasing Old Doo-ley's horse with his sword drawn!", and "I saw him just a minute ago. He was going into The Jade Cockatrice. He looked ready to kill somebody!"). If they go to The Jade Cockatrice, a local tavern, they hear the sound of smashing glass and screams as they near it. A few people are jumping out windows and running through the doors.

Inside, Fergal Blackale, the dwarf proprietor and an old adventuring companion of Aldous, is holding the crazed fighter at bay with a serving tray and a cudgel. The tray won't last much longer. Weird howling sounds are issuing from Aldous and Fergal is yelling, "Calm down! Calm down! I'll get ye the beer! Just relax. What's happened to ye, lad, have ye lost yer mind?" Aldous is attacking crazily and mindlessly, which has allowed Fergal to survive thus far.

The PCs may attack, try to overcome him, or do whatever else they want. If they fight Aldous at all, a few drops of his blood (not enough to harm it) splatter on the harrla and hang there visibly for a moment. Just at that moment, Aldous regains his sanity and stops, staring overhead, slack-jawed as if he doesn't understand what's going on. Either the PCs discover the harrla during an attack or it is found if they manage to overcome Aldous and take him in. Whenever it is noticed, they may fight it.

If freed of its influence, Aldous can regain his former alignment and has a chance to become a paladin again with an anonymous wish (from a secret admirer) and a quest of atonement. His Charisma is permanently reduced until he can locate something that

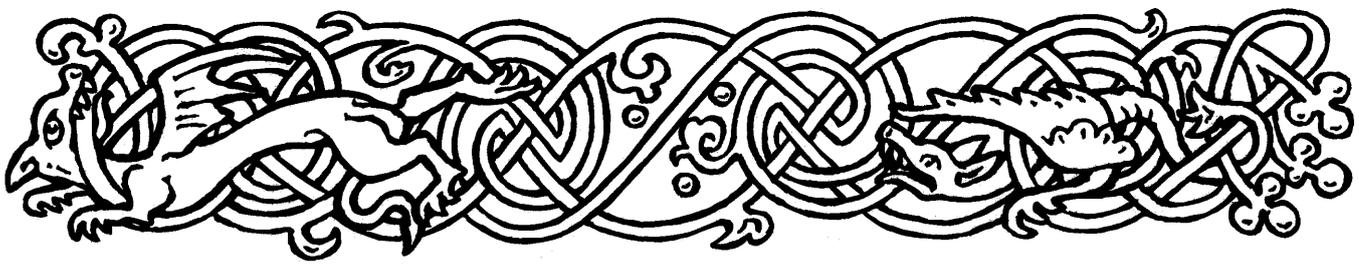


can magically restore it. The PCs are invited to accompany him on both quests.

For their services, the PCs are rewarded 1,500 gp each, a *scroll of protection from magic*, a *mace +2*, as many *healing* spells as they need to recover from the battle, and 12 *potions of healing*. In addition, they are told that if they choose to accompany Aldous on his quest, the church will have a +1 weapon (or six arrows +1 or darts +1) made for them as a reward upon their return.

Aldous himself rewards the PCs by giving them the deed to some property his deceased parents left to him. It is prime farm land just outside the town. Aside from well-tended fields planted with vegetables and grain, there is a small, furnished house on the land and a sturdy barn. The land and buildings, and the five cows and six goats, are worth 5,000 gp. The fine rugs, tapestries, and furnishings in the house add another 1,250 gp in value.





Hauns (7)

Terrain: Arctic Ice Pack

Total Party Level: 36 (average 6th)

Total gp XP: 4,000

Monster XP: 21,305

Story XP:

Complete: 30,638 Defeat: 15,319

Retreat: 7,660

Set Up

- Uncharacteristically, a number of sha'az have been coming south. Some aren't surviving the rigors of travel so far out of their native clime. The PCs find a nearly dead sha'az who asks them to avenge his people against the giant ice snails that attacked them in the north.
- Hauns are rampaging across the ice packs, ravaging nomadic tribes and attacking anyone who travels through the area. A group of merchants who trade with the northern nomads asks the PCs to investigate so trade routes can be re-opened.
- There are rumors that a ring of slavers has begun operations in the far north. Some believe the slavers are actually connected to the Zhentarim. Concerned individuals ask the PCs to solve the problem if they can.

The Lair

The far north is always dangerous, but never more than in the past few months. Travelers are missing, entire nomad tribes have disappeared, and even the sha'az seem nervous about what is happening. All anyone (besides the sha'az) knows about the danger is that some very large creatures are prowling around, as evidenced by the wide paths crushed into the snow.

The nomad tribes have been hiding among the glac-

iers. They have been pushed far from their normal hunting grounds in order to seek safety and are desperate to return to their normal lifestyle, but they are too afraid of being killed or kidnaped to come out of hiding. The traders who deal with them, exchanging goods and gold for the furs and hides the nomads take during their hunts, are losing profits every day they can't trade. Some merchants have lost entire caravans.

Only the sha'az have any idea what is going on, and only because they've encountered the hauns before. They have yet to see the hauns raiding the area, but their distinctive trail is unmistakable. The hauns have been extremely tricky in their raids and have crippled the sha'az in the area. Now the sha'az are so few in number they can't effectively launch a raid against the hauns and are seeking allies to aid them.

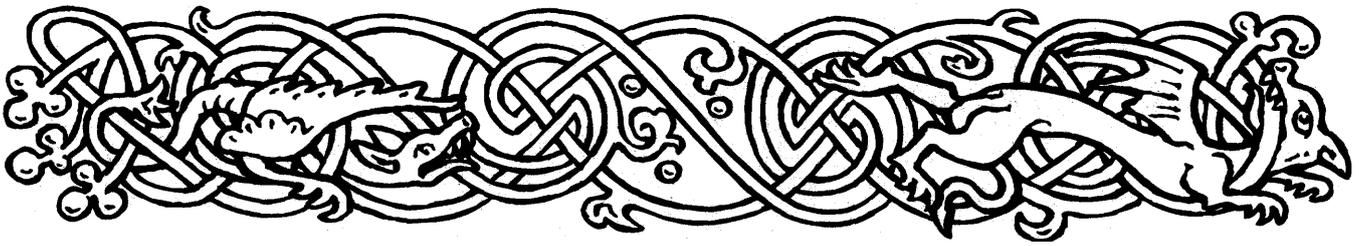
In truth, the hauns are responsible for what is happening. Though they don't normally engage in kidnaping on such a wide scale, they have lately been in contact with agents of the Zhentarim. These agents are busily procuring test subjects for magical research being conducted at Zhentil Keep. The hauns have agreed to kidnap anyone they can, and have used their normal predations on the sha'az to hide what they are really doing. In exchange, the Zhentarim have agreed to help the hauns become supreme rulers of the north.

The hauns have had such success on their raids they have been forced to establish a small colony for their slaves. This colony was constructed above one of the hauns's "satellite" lairs by slaves. This smaller lair has openings into the corners of all the dwellings within the village, so the hauns can spy on their slaves.

First Meeting

Entering the affected area of the north is likely to be an eerie experience for the PCs. While the ice pack is normally fairly barren, there are generally some creatures





out and about. Here, there are none—no birds, no bears, and certainly nothing resembling intelligent life.

It shouldn't take the PCs long to figure out that something large is behind the troubles. After traveling through the north for a few days, following directions given to them by whoever started them on their journey, they find massive trails that crisscross the ice pack. Anyone following the trails can find both human and sha'az corpses.

If the PCs investigate the trails, they might fall afoul of the numerous traps the sha'az and the nomads have set to deter further attacks by the hauns. Pitfalls, iceslides, and other traps have been laid, most of which are designed to force intruders back rather than kill them outright.

PCs caught in the traps should be fairly difficult to extract. Without ice axes and other rescue equipment it is possible for a PC to freeze to death in a trap before his companions could rescue him. Rather, it would be possible if it weren't for the sha'az and the nomads that are patrolling the area.

These men, women, and creatures are doing what they can to make sure that no more people are killed by the mysterious intruders. The sha'az know who is behind the kidnappings, but they are afraid to approach the savage nomads because of possible misunderstandings. There are too few sha'az to risk a fight with the frightened nomads.

If the PCs are caught in a trap, the nomads or the sha'az arrive within a few turns to rescue them. Depending on the level of mystery the DM wishes to maintain, the sha'az could rescue the PCs and tell them what they know about the hauns, or the nomads could rescue them and start questioning them.

The nomads are paranoid and believe that any outsider might be responsible for the murders and kidnappings of their people. The PCs aren't above suspicion with the nomads, who will arrive in fairly large numbers to subdue anyone who falls into their traps. The nomads aren't sure that the PCs are behind the attacks on their people, so they don't attack to kill. They wish only to take the PCs away for questioning, and state that before they attack.

If the PCs agree to accompany the nomads back to their camp, all goes well. The nomads will want to bind the PCs' hands and blindfold them, as well as

take their weapons. If the PCs cause any problems for the nomads, or refuse to give up their weapons and be bound, the nomads attack them. The nomads do not fight to the last man, preferring to retreat and return with reinforcements.

If the PCs kill many nomads, those who retreat assume that the PCs are responsible for the killings and kidnappings. The nomads spare no mercy for the PCs if this happens, and will hunt them down at every chance.

Arctic Nomad Patrol (20): Int Average; AL NG; AC 9; MV 12; HD 1; hp 5x5,6x5,7x9,8x1; THAC0 20; #AT 1; Dmg 1-6 (clubs x15), or 2-8 (morn- ingstars x5); SZ M; ML Average (9); XP 15 each

PCs who go willingly with the nomads are treated reasonably well and do not suffer any abuse. The leader of the glacier nomads, Huktal, questions the PCs about why they came to the ice pack. The PCs must make the nomads believe they are there to help. If the PCs can convince the nomads of this, then Huktal will volunteer 10 of his men to help the PCs put an end to the problems.

If the PCs are found by the sha'az, things are much simpler. The sha'az know who is behind their troubles so they know the PCs aren't responsible for what has happened, and offer them whatever help they can. The sha'az are likely to approach the PCs, even if they don't fall into a trap, and offer their hospitality. The sha'az no longer have a real leader and have been holed up since the hauns destroyed most of the sha'az villages in the area. All sha'az here are warriors. Their queen was destroyed and the drones were captured along with a vast number of sha'az eggs.

The sha'az are eager to help the PCs hunt the hauns. Until now, the sha'az had been afraid of being destroyed by their ancient enemies. Fifteen sha'az will travel with the PCs on their journey to find the hauns.

Sha'az (15): Int Average; AL LN; AC 5 (4 w/shield); MV 6, Fl 18 (B); HD 1; hp 4x2, 5x5, 6x2, 7x4, 8x2; THAC0 19;; #AT 1; Dmg 1-4 (bite) or weapon (spears); SA; Poison Frost; SD Empathy; SZ M (6' tall); ML Fearless (19); XP 270 each



On The Trail

The nomads and the sha'az both know that the attackers, while invisible when they attack, can't possibly hide all traces of their passage. The wide trails that crisscross the ice pack are the trails of haundars, which the sha'az know belong to the haun attackers, and which the nomads believe to be related to their recent troubles. In order to find the hauns, and thus end the raiding for good, the PCs and their companions must follow the trails to their very end.

The hauns also realize there are problems with using haundars for raids. The massive creatures break the ice and compact the snow wherever they go. While snow hides the trails with time, it takes many days of heavy snow to fully hide a haundar track. At this time, there hasn't been much snow on the ice pack, and the PCs and those aiding them shouldn't have much trouble following the path.

The hauns have prepared traps for just this purpose. The trails are littered with pit traps, avalanche traps, and other methods of disposing of their enemies. PCs

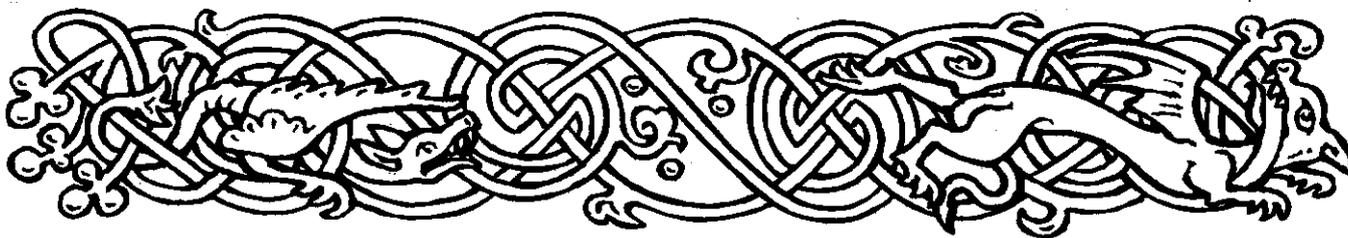
will have to be very careful to avoid ending their lives in the bottom of a haun pit trap. The sha'az and nomads are of some help here, as they are more aware of the nature of such traps and might be able to more easily detect them.

The Slave Camp

The group should have no trouble finding the camp, though it might take a few days to cross the ice pack. The village sits atop a small mound of ice, its only structures made of snow and ice. A few shivering nomads can be seen at the edges of the village, but they do not respond to any attempts to signal them. There are no guards visible, but none of the nomads or sha'az seem inclined to leave.

The hauns are known to amble about the slave camp invisibly, and if anyone tries to make a break for it, the repulsive worms use their *inflict pain* devotion to bring them down. This has conditioned the slaves to stay put. Though they know the pain isn't real and does no damage to them, it is too severe for them to





endure willingly.

Attacking the slave camp should be difficult. There are six hauns in lairs under the edges of the camp. They emerge under an *invisibility* spell to face intruders via psionic attack. Intruders are deterred with *inflict pain*, and if that doesn't work, the worms use more subtle methods. Aversion can be used to drive the PCs and their companions away from the slave camp. Snow walls can be animated by the *animate object* devotion, and could be used to force PCs back or simply bury them beneath a wall of snow. *Telekinesis* is used to propel daggers and spears at the PCs. There are several of the weapons hidden in the snow around the camp so the hauns do not have to carry them. Most cruelly, the hauns also try to use *repugnance* to send the slaves against their rescuers, or vice versa. If all else fails, the hauns call for their comrade, who arrives on the haundar within 1d10 rounds. The haundar explodes from the center of the slave camp and tries to destroy the PCs, or at least drive them away from the camp.

The slaves are completely helpless. Torture at the hands of the hauns has reduced them to a state of near catatonia. They cannot be rallied to assist in their own rescue and will not walk unless guided. It even takes some persuading to get them to leave the hill after the battle, so fearful have they become of the pain inflicted upon them by the haun slavers. In the worst case, the PCs and their allies will have to somehow physically carry the slaves back to their homes.

The battle will not be easy, but with the nomad or sha'az allies, things will be easier for the PCs. The nomads cause as much damage to the hauns as possible. While they aren't much help in tactics or strategy, their numbers help to make up for this. They are also nearly fearless, able to fight when most warriors would give up.

The sha'az are the best allies to have when fighting the hauns. Their frost poison bites do wonders against the evil hauns, and their experience in fighting them comes in very handy when the PCs don't know what to do.

Hauns (7): Int Exceptional; AL CE; AC 10; MV 6; HD W; hp 4x2, 3x3, 2, 1; THAC0 20; #AT 1 bite; Dmg 1d4; SA Psionics; SD Psionics; SZ S; ML Average (8); XP 175 each

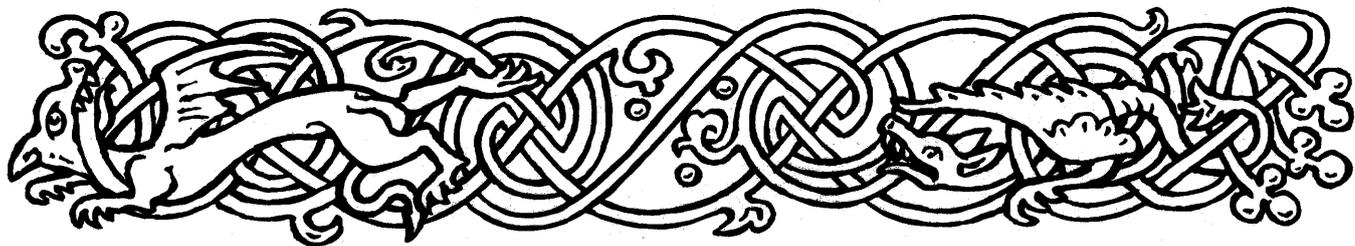
Haundar (1): Int Animal; AL N; AC 2; MV 6, Fl 12 (D); HD 20; hp 147; THAC0 1; #AT 1 bite; Dmg 2-16; SA Spit acid (4d8 points of damage, range 12 feet, 10' radius from point of impact); SZ G; ML Champion (15); XP 12,000

Aftermath

The PCs will have disrupted a major Zhentarim plot. Needless to say, these agents of darkness aren't going to be happy, and will probably strike at the PCs when they least expect it. Zhentarim assassins are also supposed to be very good.

The PCs will also have earned the respect of the sha'az or the nomads of the ice pack. Either group that was aided, or possibly both, will be very grateful to the PCs and do their best to reward them in some way. The sha'az and the nomads each have about 2,000 gp they can afford to part with as reward money.





Inquisitor(1)

Terrain: Any City

Total Party Levels: 30 (average 4th)

Total gp XP: 6,000

Monster XP: 4,400

Story XP:

Complete: 13,066 Defeat: 6,533

Retreat: 3,267

Set Up

- The PCs are hired to escort a merchant from one city to another, a short distance away. The merchant offers the PCs 2,000 gp for completing this task, an unusually large sum for such an effort. The merchant offers the PCs another 3,000 gp if they watch over him during his stay in the city.
- Many influential individuals within a city have disappeared. All had much money and seem to have had ties to a mysterious organization (the Harpers). The PCs are hired for one week to protect an individual who may be the next target. Payment is 5,000 gp, a large sum for simple guard duty. PCs who have had experience with the Harpers should see the connection, and it might make them quite nervous about the high pay for the job.
- While traveling, the PCs hear that a merchant in a nearby town is hiring guards. The PCs may approach the merchant themselves or be approached by the merchant's hirelings. They are offered 5,000 gp to guard the merchant for a few days.

The Lair

The city in which the adventure takes place (determined by the DM according to the location of his PCs and the campaign) has been plagued

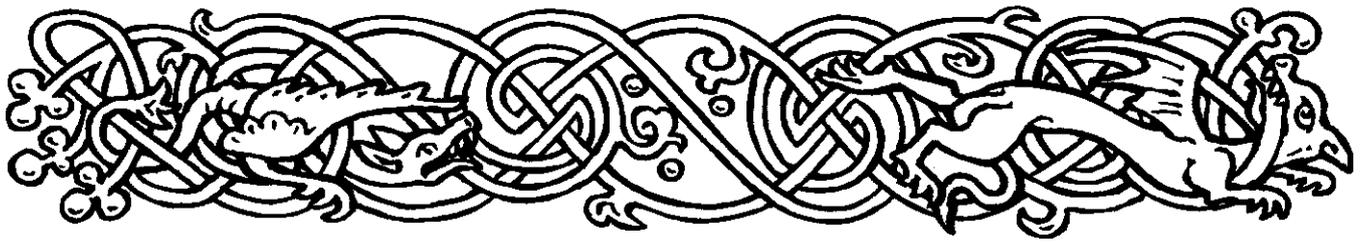
by recent disappearances. No one is sure what is happening or how to stop the disappearances, as everyone who is missing was well guarded. There have been sounds of fighting just before someone disappeared, but no one has ever seen the fight, only the remains of the missing person's guards. Over the past several weeks, five influential and wealthy people have disappeared. Strangely, there have been no ransom demands or other communications from the kidnappers.

Other than this, there have been few problems within the city. It is strangely quiet and no one likes to talk about the disappearances. There are a few rumors circulating, but these center around some orcs seen wandering the nearby countryside. However, the idea of orcs being able to sneak into a well-guarded place, dispatch a number of highly trained bodyguards, and disappear without a trace isn't likely.

The disappearances are the result of Zhentarim influence. An inquisitor has been placed near the city by a powerful Zhentarim sorcerer, and is being used to its fullest extent. The Zhentarim have sent squads of assassins to kidnap anyone that might have ties to the Harpers. The kidnapped individuals are then taken to the Inquisitor for questioning. The Harpers want to move their contacts out of the city, but know this might draw attention to their agents. For now, they will sit tight and try to weather the storm as best they can.

The orcs are merely there as a misleading clue. They were just passing through the area, on their way to more fertile grounds for banditry. One of them discovered the inquisitor, however, and after some hasty negotiations, the orcs became scavengers for the creature. They are rewarded for capturing intelligent beings and bringing them to the inquisitor and are paid 100 gp for each victim. So far, the orcs have preyed only on travelers near the city. Victims have been scarce lately, so the orcs have decided to try the city. Their target is completely unrelated to the individual the PCs are guarding.





First Meeting

The merchant being guarded has decided to stay in a seedy inn, far from the areas he normally frequents. He tells the PCs he must wait here to speak to someone, whom he will identify for the PCs at the appropriate time. The merchant seems very nervous. The PCs should be somewhat uneasy about their guard duty. High pay for such jobs tends to mean high danger, and they do not know what they are guarding against. DMs may lull the PCs into a sense of security by having nothing happen for several nights during the watch.

The orcs find their target on the same night that the Zhentarim agents stalk the merchant being guarded by the PCs. Shortly before midnight, the PCs hear a loud ruckus a couple of blocks away. If they look out a window, they spot a number of orcs being soundly pounded by the city guard. The orcs flee shortly after.

Should the PCs decide to investigate the commotion, the merchant becomes frantic and pleads with them to stay. He isn't sure what might happen, but he wants guards until he leaves this town. If the PCs leave anyway, the Zhentarim strike as soon as the PCs are gone. If the PCs stay with the merchant, the agents make their move shortly before dawn.

There are two more Zhentarim in the raiding party than there are PCs. They are all identical. The agents enter through the window, wearing their *rings of invisibility*. They attempt to grab the merchant and flee, attacking only if there is no other choice. If things are going badly, one of the agents will break a flask, releasing a *darkness 15' radius* spell, which they use to cover their tracks. The agents do not leave without the merchant. It is unlikely they will fail, using surprise and their magical aid to their best advantage. Once out of the room with the merchant, they are very difficult to follow.

Zhentarim Agents: Int High; AL NE; AC 5; MV 12; HD 3; hp 24, 21x2, 18, 15, 13, 12, 10; THAC0 17; #AT 1; Dmg 1-8 (scimitars); SD Magical items (see above); SZ M; ML Champion (15); XP 175 each

At this point, the DM has two choices. First, he can allow the PCs to trail the Zhentarim. This can be very dangerous, as the PCs will probably catch up with the Zhentarim just as they arrive at the lair of the inquisitor. Fighting the agents and the inquisitor will be very challenging indeed.

The second choice is easier on the PCs, giving them time to heal and avoiding open conflict with the combined forces of Zhentarim and the inquisitor. After the merchant has been kidnapped, the PCs hear the story of the orcs. They claim to be working for some undead creature outside of town, kidnapping people for it. No one really believes this story, because the orcs were so incompetent on their first excursion into town, but the PCs should pick up the clue and attempt to rescue the merchant.

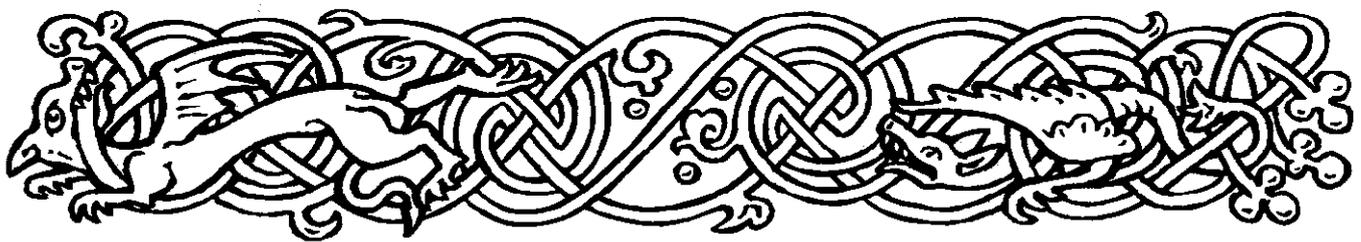
The Inquisitor's Cell

Long ago, there was a small prison located outside the city. It was used primarily as a holding area for minor offenders, and had two subterranean cells. A hundred years ago, a new jail was built within the city, and the old wooden one left to rot. Nothing much remains of the upper floor, other than the stones used as a foundation. There is a door leading down into the cells hidden beneath the rocks.

The inquisitors' lair is hidden in one of these cells. The other has partially collapsed, and is used as a treasure chamber for the inquisitor. There are 500 gp hidden in the room and 1d4 jewels of randomly determined type and value. Some clothing, left from previous victims, is also located here, covered with scorch marks, cuts, and blood.

The inquisitor has taken little care with its cell. There are no traps (the inquisitor believes that the Zhentarim are protecting it), and the room is quite small. There are tools of torture on one wall and a table to hold victims along the other, which is all the inquisitor needs to be happy.

As the PCs near the lair of the inquisitor, they hear sounds of torture. Moans, groans, and hideous shrieks emanate from the ground, and a thin spiral of smoke is visible rising in the moonlight. The smoke is coming through the entrance to the cell, making it that much easier for the PCs to spot.



The inquisitor has an early warning device hidden in the rubble above its lair. It has secreted a thin chain among the rocks that rings a bell in the creature's lair if tripped.

If the inquisitor has warning, it quickly scrambles out of its cell to confront the interlopers. While it hesitates to enter combat, it doesn't want to disappoint its masters. The Zhentarim have kept the inquisitor in victims for several years and it doesn't want to lose that. The inquisitor attacks with everything, using its gaze attack to paralyze opponents before attacking with whip and claws.

The inquisitor is not a stupid creature, nor is it lacking in combat smarts. It has prepared itself well for combat within its lair, rigging several secret doors into which it can duck. These doors lead to a series of low tunnels that wind and double back on themselves. This allows the inquisitor to attack by surprise, lunging out of secret doors to get behind PCs. If the fight is going badly for the inquisitor, it will duck back into its lair in order to even the odds.

The inquisitor is also smart enough to know the value of a good hostage. The PCs could find themselves in a very sticky situation if the inquisitor holes up with the merchant (its prisoner) and refuses to come out. If the PCs approach too closely, the inquisitor threatens to kill the merchant. If they leave, they know the merchant will be tortured and might suffer an unpleasant death at the hands of the inquisitor anyway. In this case, the inquisitor must be handled in a much more subtle fashion, and resolution of the problem will probably require the use of magic.

It is also possible that the hostage situation will result in the PCs watching the inquisitor walk away with the merchant slumped over its shoulder. This can be quite problematic, as the inquisitor threatens to kill the merchant if the PCs attempt to follow. It requires great stealth and guile in order to creep up on the inquisitor and attack it.

Inquisitor: Int High; AL LE; AC 4; MV 9; HD 6; hp 37; THAC0 15; #AT 2; Dmg 1–4/1-6; SA Disease, paralysis, fear, torture; SD Spell immunity; SZ M; ML Fanatic (18); XP 3,000

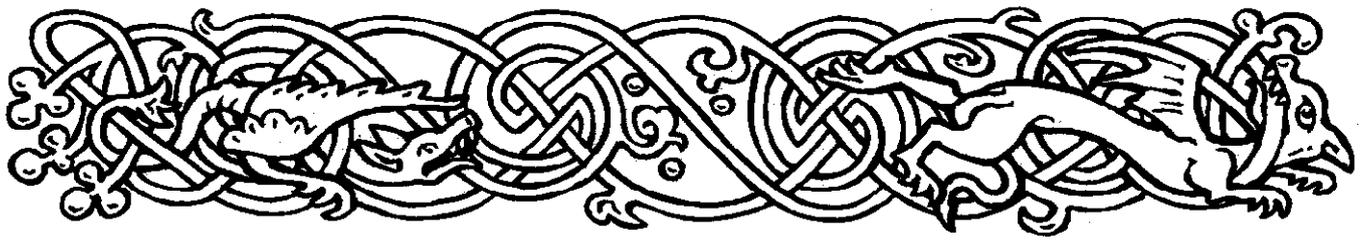
Aftermath

If the PCs defeat the inquisitor, they discover the merchant to be in reasonably good health. They are given their promised pay and might well earn the favor of the Harpers (and enmity of the Zhentarim) at some later date. If they fail to defeat the inquisitor, they face a long and painful time of torture and discomfort at the hands of this hideous creature.

If the PCs become the prisoners of the inquisitor, an entirely new adventure can begin. It is likely that the inquisitor will search for a new lair, giving the PCs plenty of time to plot their escape without the undead around to eavesdrop on their plans. If this seems too simple, the inquisitor could call on its Zhentarim masters for help, requisitioning guards to keep watch over the new prisoners.

The inquisitor would like to know any information the PCs might have concerning the Harpers. If the PCs were hired by Harpers to undertake this mission, that information might be tortured out of them and used against the Harpers. In any case, it is best for the PCs if they can escape the inquisitor as soon as possible.





Lightning Golem (1)

Terrain: Plains

Total Party Levels: 24 (average 4th)

Total gp XP: 5,000

Monster XP: 2,004

Story XP:

Complete: 9,670 Defeat: 4,835

Retreat: 2,418

Set Up

- A local wizard of great power has asked the PCs to stand guard over him during a coming ritual. The wizard will summon the PCs just before the ritual is to take place, using magical means to call to them and notify them of his location. For this service, the wizard offers the PCs 5,000 gp.
- Local citizens are unhappy that a new wizard has moved in nearby. Since he's moved in, there have been far more storms and a steady influx of strange visitors coming to see the wizard. It is rumored that these visitors carry large quantities of raw gold for delivery to the wizard. The townspeople will pay the PCs 2,000 gp if they spy on the wizard's next ritual spellcasting that will occur during the height of the next storm.
- A seer informs the PCs that a powerful wizard is soon to be in serious danger. If they leave right away, they should reach the wizard before his fate is sealed. The seer explains how to find the wizard and shows them the shortest route. She tells the PCs they'll need to watch for lightning. If they ask why they should help this wizard they don't even know, the seer tells them their fate is tied to the wizard's well being.

First Meeting

The PCs should arrive at the site where the wizard will be animating the golem just as a powerful storm is reaching its height. PCs in metal armor should be rightly afraid of lightning strikes as they cross the plains to where the wizard performs his magic.

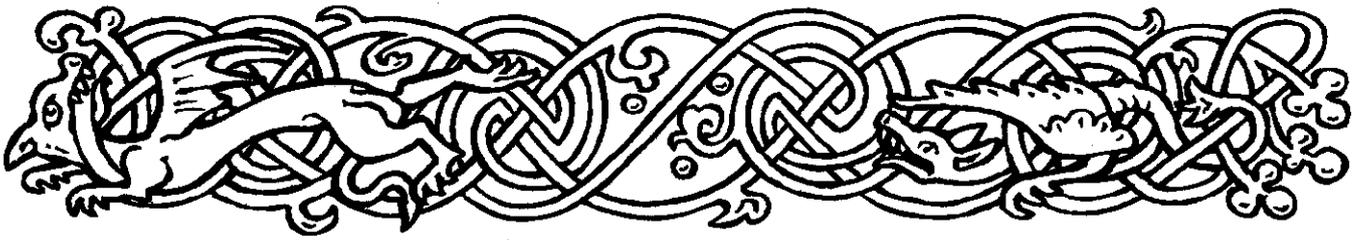
The wizard has marked off a large area with glowing lines of mystical energies. Circles twine together, forming an intricate pattern that centers on the wizard and a streamlined statue of what appears to be solid gold. It is obvious that the statue is fully articulated and any PC can see the wizard is preparing to make some sort of golem.

The wizard spares only a few moments when he realizes the PCs have arrived, instructing them not to step on the pattern, and to wait. If anything happens to him, they're supposed to get him out of the circle and as far away from the statue as they can. Lightning strikes start to close in on the scene, marching all around the clearing as the PCs watch.

Eventually, it becomes apparent that the storm has some sort of intelligence. The lightning strikes completely avoid the PCs, though they strike all around them. The lightning bolts seem to have some pattern of their own. PCs who make a successful Intelligence roll realize that the bolts are burning a larger pattern into the ground, which is a mirror image of the pattern laid by the wizard. Any attempts to warn the wizard fall on deaf ears as he is too far into the ritual to pay heed to anyone else.

The storm is a tempest. This tempest is a jann that was badly wounded by this very wizard long ago. The jann has waited a long time for its chance at revenge, and has had its spies watching the wizard for many years. Now, it sees a chance to wreak sweet revenge on the wizard and get a new body at the same time. The tempest is going to attempt to possess the golem and destroy the wizard all at once.





The Jann's Plan

This jann has studied the workings and creation of golems, paralleling the research of the wizard who is trying to create a lightning golem. The tempest believes it has discovered the methods by which it can take over the lightning golem, and attempts to do so just as the wizard nears the completion of the necessary spells to create the golem.

As the PCs watch, bolt after bolt of lightning strikes the golem. The lightning crashes into the golem again and again, spraying sparks and tiny droplets of molten gold. The wizard appears first confused and then horrified. It is obvious that something has gone wrong when the golem jerks to life and shoots bolts of lightning into the wizard who just made it. The wizard is thrown out of the circle and the surprisingly agile lightning golem begins to chase him.

The Tempest's Revenge

The wizard isn't dead, but is close to dying. The PCs probably have no idea exactly what has happened, but they should realize that the golem is intent on killing the wizard and all who have allied themselves with the wizard. The golem begins firing blasts of lightning at the PCs, then closes for combat.

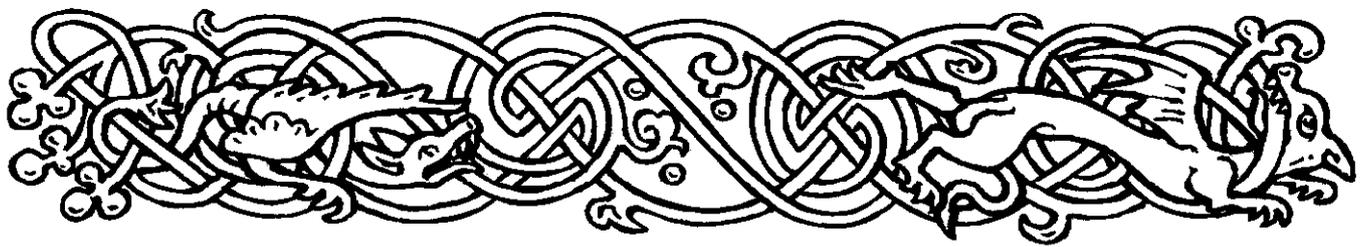
This should be a difficult battle. Eventually the wizard gets back on his feet and tries to leave. This adds more confusion, as the golem stops fighting the PCs and goes after the wizard. Unless the PCs have kept a close eye on the wizard, they might think the golem is fleeing into the storm. When they realize the wizard is gone, they'll have to catch the golem before the wizard is killed.

The advantages the PCs have over the golem are their numbers and its preoccupation with blasting a path for itself. As long as the wizard continues to keep obstructions between himself and the golem, the PCs eventually catch up.

Once the golem is caught, things are going to get trickier. The golem is a powerful combatant and is frighteningly intelligent for its kind. It understands the theory of combat, and knows it can't survive if it is attacked by all the PCs at once. The golem uses cover, sneak attacks, and anything else to its advantage. Fighting a lightning golem should be a frightening experience for the PCs, as this type of created being is very different from others they may have encountered. This lightning golem is lithe and quick, able to move with as much speed and agility as any human. This coupled with the golem's ability to hurl lightning bolts at opponents makes the lightning golem a monster to remember and fear.

Lightning Golem: Int Semi; AL N; AC 0; MV 12; HD 11; hp 66; THAC0 9; #AT 1; Dmg 4-32; SA Lightning blasts; SD Spell/psionic immunity; SZ L; ML Fearless (20); XP 2,004





Loxo (1)

Terrain: Temperate Grasslands

Total Party Levels: 8 (average 2nd)

Total gp XP: 1,000

Monster XP: 1,115

Story XP:

Complete: 2,782 Defeat: 1,391

Retreat: 695

Set Up

- The PCs are hired to lead a small caravan from Ormath across the Shining Plains to Riatavin. The caravan master accompanies the PCs, but he has lost a number of guards to a strange illness and needs more escorts. He offers 300 gp to each PC, payable upon completion of the task. A group of loxoth stops the caravan on the Shining Plains. They ask the PCs to talk to them. If the PCs agree, they are told "The Story," and are asked to help.
- The PCs are traveling across the Shining Plains to the city of Ormath. As the PCs cross the Plains, they begin to find bodies of men and demihumans. As they crest a low hill they come upon a scene of great carnage, several days old. At the bottom of the hill is a small group of loxoth who are busy burying their dead. They tell the PCs "The Story," and ask them to help.
- A noble from Ormath begins posting reward signs. A small band of slavers have been operating out of the Shining Plains, capturing humans, killing demihumans, and wrecking the newly blazed trade route between Ormath and Westgate. The noble is offering a sizeable (1,000 gp) reward for the heads of these slavers, payable after the killings have stopped. While pursuing the slavers, the PCs come upon the loxoth funeral procession, are told "The Story," and are asked to help.

The Story

My name is Je'ruik Menaril, tunnuik of the Kunu herd of the loxoth. We are preparing for a funeral. These tattered remains are all that exist of my tribe, as savage bandits slew the rest just days before.

"They fell on us for no apparent reason, shooting our children, women, and warriors. They were few in number, but their surprise was great. As you can see," Je'ruik says and shows the PCs the bandage across his forehead and another blood-soaked strip of cloth around his chest, "I was taken down too early to unleash my spells. Now, all that remains for us to do is bury our dead.

"But, there is one among us who cannot go on. My son, Gurund, has gone insane. He saw his wife and children die before him, and there was nought he could do. He has gone berserk and sworn revenge on all men. We beg you, return him to us. There is a chance we can repair his mind.

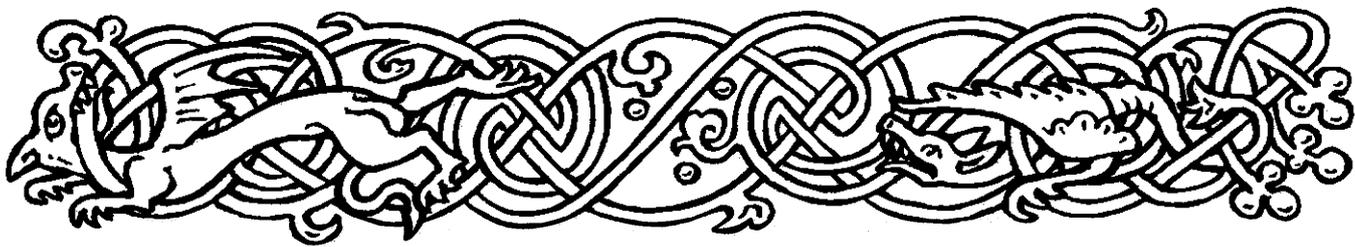
"He is armed with a magic ring that will heal him almost as quickly as he can be wounded. A direct confrontation will only add more bloodshed to this sad day. Perhaps if you can find the men responsible for this, he could vent his hatred upon them. Then you could lead him back to us.

"I cannot promise you much reward, but what we have is yours. Gurund is a powerful warrior, and I do not wish to see him kill others in his madness. Bring him to us and we will try to soothe his fevered passions and restore him to his right mind."

The Bandits

The bandits are a small group of men who specialize in killing. They have some pretense of being slavers, as they sell a few of those they capture, but they simply delight in the act of murder. They have earned a considerable amount of gold, and have decided to finish with the grasslands and then retire. Unfortunately for them, they chose the loxoth as targets.





While the Crimson Nail (as the group of bandits calls itself) caught the loxoth by surprise and killed three-quarters of them without sustaining any casual, ties, they have since lost one of their number. Their original leader, Gartan Three-Eyes, was killed by Gurund shortly after the initial volley of arrows killed the loxo's family. The rest of the bandits retreated, killing as many as they could while withdrawing, and have since been in hiding to plot their next move.

The bandits were mounted, allowing them to put quite a bit of distance between themselves and Gurund. It has been three days since the slaughter of the loxoth, two of which they spent riding as hard as they could. This put them two hard days' ride away (roughly 150 miles). They found a small, abandoned shack and are resting here while they decide what to do next. Following the bandits isn't hard at all. Any ranger can do the job, as can anyone with an appropriate secondary skill. The Crimson Nail didn't have time to cover its tracks in its flight.

Bandits (7): Int Avg; AL NE; AC 7 (ring mail); MV 12; HD 1-6 hp; hp 6x2, 5x3, 4x2; THAC0 20; #AT 1; Dmg 1-8 (scimitar), 1-6 (short bow); SZ M; ML Average (9); XP 20 each

GURUND

Gurund went "rogue" when he saw his wife and children slain. Now, all he can think about is the chance to destroy those who robbed him of everything important in his life.

Normally, a rogue loxo will die soon after entering his rage. The constant stresses on the rogue's body cause the loss of 1-6 hp every day, and eventually the loxo dies from exhaustion. Gurund, however, wears a *ring of regeneration* (torn from the body of Gartan Three-Eyes) that heals damage faster than the rage causes it. Gurund can die only from a violent confrontation or from starvation.

Driven by madness, Gurund has been tracking the thieves as best he can for the past three days. He hasn't slept, eaten, or paused to do more than drink from his water skin. He isn't much of a tracker and is a bit off course. He is about 120 miles from the site of the slaughter, but about 50 miles from the bandits.

Unless his course is soon corrected, he will not find the bandits.

Gurund is still moving at a determined pace. While the rage does help him keep going, he is slowing, averaging about 30 miles a day.

Gurund isn't going to listen to anyone. He is completely berserk, though he could be subdued if attacked carefully, or through the use of spells or psionics.

Gurund (Berserk Loxo): Int Low; AL N; AC 6; MV 12; HD 4+4; hp 36; THAC0 15; #AT 2; Dmg 2-12/2-12; SD *Ring of regeneration*; SZ L; ML Fearless (20); XP 975

PLAN OF ACTION

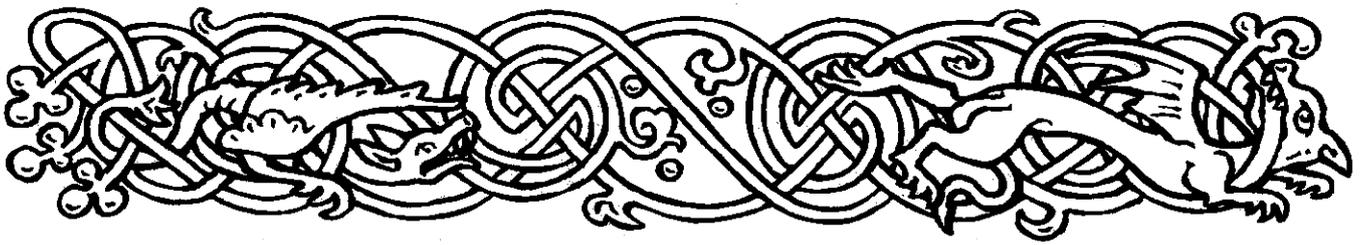
The bandits aren't hard to find—and they aren't keeping good watch. Without Gartan to keep them in line, they are inclined to loaf about. They spend most of their time either hunting or arguing over whose turn it is to hunt. Catching them by surprise won't be hard at all, especially during the mid-afternoon when they tend to nap.

Catching up to Gurund is going to be a little more difficult, because he's on the move. Still, tracking him isn't a problem because he's tearing the ground to pieces as he walks. In spots it appears that he stopped and simply tore huge clods of earth from his path. As long as the PCs are mounted, they should be able to catch up to Gurund within a hard day's ride.

It is possible to trick Gurund into following them. Gurund will fixate on anything as a target for his rage, and then they could lead Gurund back to the bandit camp. The only problem is that Gurund doesn't sleep. The PCs would have to stay awake until they could get to the bandit camp, staying just a little ahead of Gurund the whole way.

More simply, they could subdue Gurund and bring him to the bandit camp, then release him on the unsuspecting Crimson Nail. The PCs will have to help Gurund a bit, though, if they expect him not to die. The Crimson Nail has become lax, not completely inept, and will likely carve the berserk Gurund to pieces, though they will sustain heavy casualties themselves. A few well-placed arrows from the PCs





could give Gurund a more favorable chance for survival.

A less likely solution is to persuade the Crimson Nail to follow the PCs to where Gurund is. But the members of the Nail aren't going anywhere until they can decide who is in charge. Also, the Nail is as powerful as the PCs, perhaps a little more so. The bandits could dispatch the PCs at any time during the journey.

Whatever plan they choose, there is going to be a fight.

Against The Crimson Nail

Without Gurund, this fight could be too tough for the PCs. The Crimson Nail is a group of professional killers. While they have let themselves go since the death of Gartan Three-Eyes, they can be ready for battle quite quickly, minimizing the advantage of surprise the PCs could gain.

With Gurund, their odds get considerably better. The PCs have only to release Gurund in the general direction of the bandits and then stand back. Gurund will charge the bandits, probably killing one or two before they know what hit them. If the PCs provide archer support, Gurund might be able to kill all of the bandits himself, and the PCs will never have to draw their own swords. This is an ideal scenario, though, and anything can go wrong.

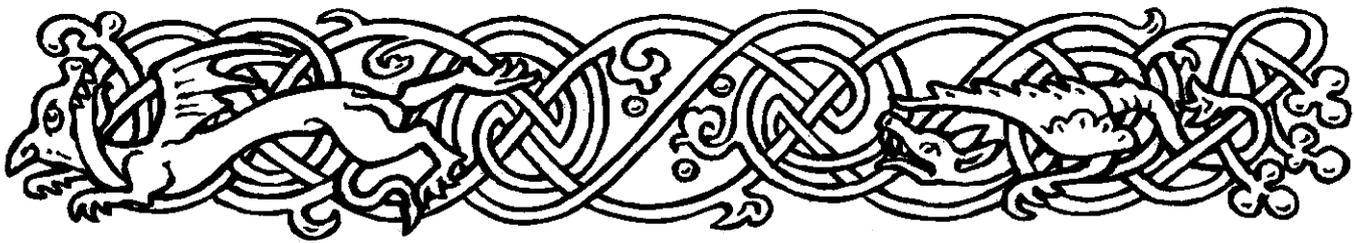
The worst thing that can happen is that Gurund is killed. The PCs should try to keep the loxo alive, but they can't get too close to him for fear of being attacked by the berserker. Clerical spells are a good choice here, especially if Gurund is knocked unconscious and has to be saved after the fight.

If Gurund is present when the bandits are finally destroyed, he falls into a silent gloom. He will not speak, nor will he respond when spoken to. He has come out of the murderous rage, though, and can be led about easily. This will make it much easier to get him back to his father and the rest of the loxoth.

Against Gurund

Gurund is a powerful creature and his berserk rage makes him even more so. His bad attitude, natural





martial prowess, and a *ring of regeneration* means trouble for low-level PCs. The use of spells or psionics is the easiest way to handle him, but he could also be pummeled into unconsciousness and tied up.

Remember that Gurund doesn't know the difference between a good guy and a bad guy. Everybody, as far as he's concerned, is the enemy and the enemy must die. But the PCs really shouldn't go after Gurund with the intent to kill. His father asked them not to kill his son, but to bring him back. PCs who intentionally kill Gurund should receive no XP at all. Clever thinking, not brute force, will be the answer here.

The Healing

If Gurund is brought back to his father in one piece, the tunnuuk will thank the PCs and pay them 1,500 gp worth of jewelry and carved jade figurines. He thanks the PCs and promises them that none of his kind will harm them in the grassland. He is hopeful that Gurund can be healed, but most loxoth are killed at some point during their rage. If Gurund survives, he will be the first and the PCs will become legend among the loxoth.

The Trade Route

If PCs were working for the noble from Ormath, they might find themselves employed again, this time to make sure the new trade route is maintained. The PCs will be responsible for overseeing every stage of the operation. The following ideas will help you design difficulties for the PCs to encounter.

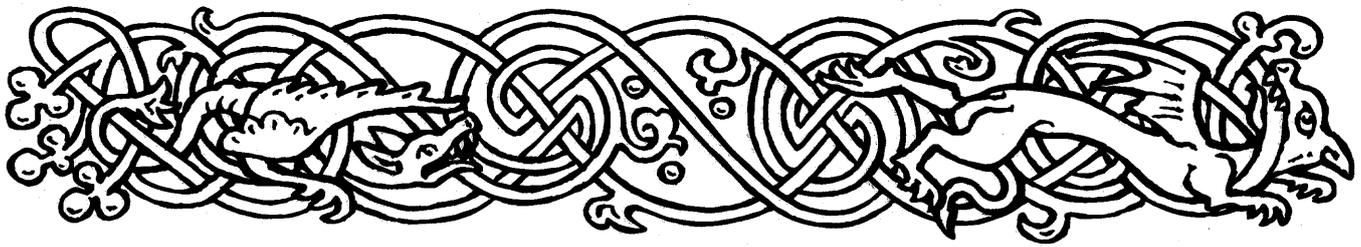
More bandits. The Shining Plains aren't civilized, and with a new trade route, bandits might set up camp to waylay travelers.

Monsters. Humanoid tribes, particularly gnolls, might find the caravan route to be an excellent area for raiding. The humanoid tribes might also present the danger of spreading into more civilized terrain, expanding their "kingdoms" if they prosper.

Traitors. PCs might find there is a traitor in their midst, someone who has sold the timetables and trade route's location to bandits or humanoids. PCs are encouraged to punish such individuals quickly.

Lack of Business: This problem can end a trade route before it starts. If merchants aren't willing to invest in sending goods along an untested route, it no longer pays to keep it maintained. PCs might have to act as salesmen, encouraging various businesses to take a risk in order to realize a profit later.





Monkey Spiders (15)

Terrain: Calaunt

Total Party Levels: 48 (average 8th)

Total gp XP: 5,000

Monster XP: 15,015

Story XP:

Complete: 40,848 Defeat: 20,424

Retreat: 10,212

Set Up

- A local merchant is disturbed by what he hears on the streets of Calaunt. Thieves are killing each other and it looks as if the thieves' guild is preparing to go to war with a rival. This has happened before with great loss of property and business, so the merchant and some other businessmen will hire the PCs to discover what is happening and how it can be stopped. The PCs are offered 5,000 gp to find out what's happening, and another 10,000 gp if they can stop it before an all-out thieves' war gets under way.
- A thief acquaintance of one of the PCs shows up looking distressed. He and some of his friends are getting frightening messages from mysterious men in black robes to "join or die." The thieves went to the local thieves' guild (the Shadowcloaks) to see if they were responsible, but the guild has been strangely silent on the whole affair. The thief doesn't have a lot of money, but he's a friend and he does seem genuinely scared.
- The captain of the guard in Calaunt is distressed by the increase in murders throughout the city. While most of the murder victims appear to be thieves, the captain still isn't happy to see killers loose in his city. He hires the PCs for 5,000 gp to act as "special agents" to find out who is killing the thieves and why. The captain will need concrete proof, as he wants to try to convict those responsi-

ble. The guard captain thinks that pirates are responsible, as there have been rumblings that the Shadowcloaks have been charging more than normal to move illicit goods into Calaunt.

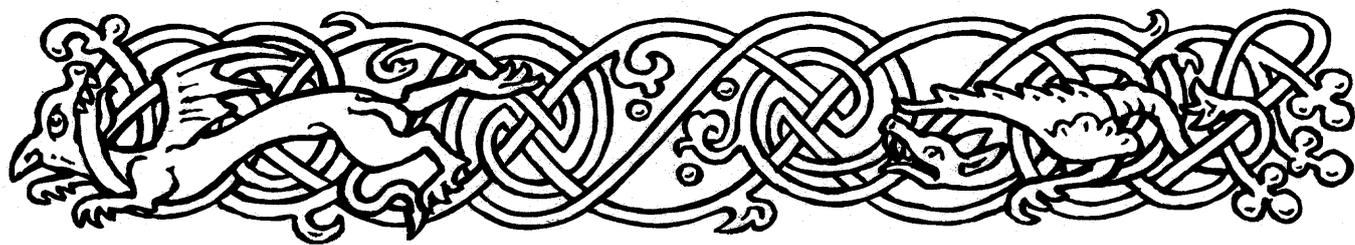
Thief War

Over the past few months, Calaunt's thieves have been targeted by a shadowy group of individuals. Sometimes these strange figures warn the thieves to "join or die" and sometimes they merely strike from the shadows, killing all the thieves they can. The murders are becoming exceedingly brutal and the victims' eyes always seem to be swollen and more red than would be expected from their wounds, leading some to theorize that poison is being used.

The thieves' guild has decided to wait until it is safe again. They are watchful out on the streets, but they aren't looking for trouble. It doesn't matter to them if they find out what is happening, though. As long as they can keep their people from being killed, they can wait out the trouble. But they can't wait forever, and sooner or later they will be forced to act or relocate to another town entirely.

The real menace behind this is a group of monkey spiders. They used to work for a mage in Sembia, serving as familiars and confidants. When the mage died, the monkey spiders took a few of his prized belongings, three of his golems, and headed north. They finally decided to run a little "business" at Calaunt. Remember, these aren't your average monkey spiders. They've been tainted by the mage and are decidedly more evil than most monkey spiders. They do not hesitate to cause serious harm to other individuals and stop at nothing to attain their goals. They are ruthless creatures and, with their golems, very violent.

The monkey spiders have remained virtually undetected within the city. Their golems remain tucked away in the sewers and when needed, they are activated by the monkey spiders. The golems are wrapped



with black silk and coated with charcoal to hide their true nature and to help them stay hidden in the dark. The golems have a very limited vocabulary—"join or die" (the favorite words used by the Sembian wizard while garnering allies against a rival wizard). Still, this phrase has created a cryptic rumor to confound those who survive hearing it.

Right now, the monkey spiders just want to keep things confused. They are busily stealing magical items from their rivals (the thieves' guild) to use later to entice new members. The golems are used to kill those who get too close or those who might know the true identity of the monkey spiders.

Investigation

PCs should start by checking the bodies of the most recent murder victims. Getting to see the bodies could be very hard, or very easy, depending on the sort of connections the PCs have in Calaunt.

Once they get a good look at the bodies it becomes obvious that whatever killed the thieves wasn't human. Their limbs have all been crushed, as have their throats, by what appear to be very large hands. The hands look human in shape, but are several times the size of a normal man's hand. The bodies haven't been molested in any other way, though, making it appear that whoever is responsible for the murders acted very quickly and didn't give the thieves a chance to strike back. The thieves' eyes are very red and almost swollen shut which makes some people believe that the thieves were poisoned or had some irritant blown into their eyes before they were attacked. If questioned, those in charge of the bodies say that the other bodies have looked similar. And, while no money is ever gone from the bodies, weapons and other miscellaneous items often are.

Now that they know how powerful the enemy is, the PCs should be very careful. They might want to go out into the streets or stake out the thieves' hangouts. They might decide to prowl around and hope that they get lucky. Build up the suspense with several false encounters over the course of several evenings. Let the PCs think they are getting no closer to the enemy, and that they could be struck down at any moment.

Arrange for the PCs to witness a murder in action. The killers are very tall, move quite slowly, and look heavy. If the PCs try to stop the murder, they discover the killers are two iron golems who turn on them when they have killed the thief. The golems do not react to the PCs until the thief is dead.

PCs who enter into hand-to-hand range with a golem are attacked by 1d4 monkey spiders. The creatures try to jump onto their faces and bite them in the eyes, blinding them. There are only 15 monkey spiders on the golems right now, with 8 on one and 7 on the other. Keep track and make sure that no more than 13 of the creatures attack the PCs. Two monkey spiders must remain with the golems to control them during the fight.

If the fight is going against the monkey spiders and the golems, they try to retreat. While they can't outrun the PCs, they aren't willing to risk losing their golems.

Monkey' Spiders (15): Int High; AL NE; AC 6; MV 18; HD 1 hp; THAC0 18; #AT 1; Dmg 1; SA Eye bite; SZ T; ML Fanatic; XP 1 each

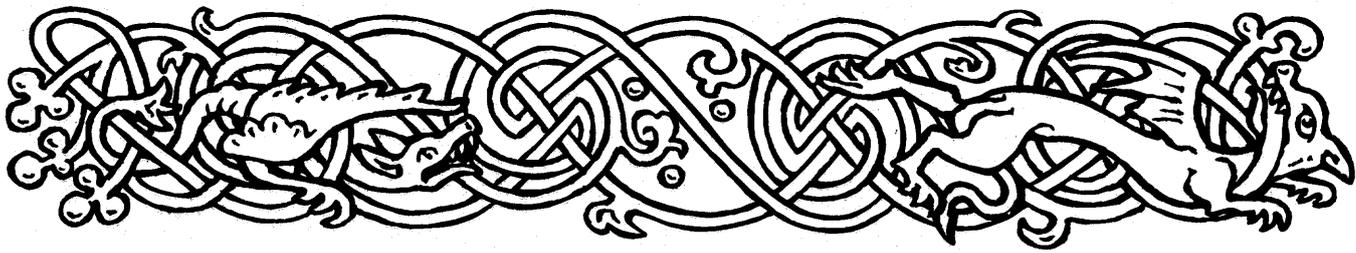
Iron Golems (3): Int Non; AL N; AC 3; MV 6; HD 18; hp 80 each; THAC0 3; #AT 1; Dmg 4-40; SA Poison gas; SD +3 weapon or better to hit; SZ L; ML Fearless; XP 15,000

The Chase

Now the PCs should know they have their killer, or at least are pretty sure that they do. The monkey spiders are prepared, though. The golems enter a sewer tunnel that has been heavily trapped beforehand. The powerful arms of the golems are used to activate these traps, knocking out support, collapsing pit traps, and triggering crossbow traps and other nastiness. The DM may add whatever he thinks will most challenge the PCs. Most of the traps are designed to stop pursuit or trap the PCs rather than to cause instantaneous death.

There are 30 monkey spiders in this tunnel, alerted to trouble when the golems didn't return on time. They try to jump into the faces of the PCs to blind them. They are frenzied and nearly suicidal, driven to





desperation in the defense of their home.

When the PCs catch up to the golems, they are confronted with the third golem, who comes to the aid of the other two. The battle here should be spectacular, with the PCs going toe to toe with the golems while monkey spiders jump at their eyes and traps spring at odd intervals.

The Finale

A possible ending might be that the golems escape, allowing the monkey spiders to continue their reign of terror, perhaps building a monstrous thieves' empire that spreads throughout Calaunt and the Dragonreach and south to the Sea of Fallen Stars (with the help of the pirates of that area). If this happens, the PCs must continue their search for the monkey spiders and their golems in order to collect their promised rewards.

In this case, the monkey spiders aren't going to be forgiving. The PCs have destroyed the creature's livelihood and have made their lives difficult. Once the monkey spiders have their position consolidated again, they will send agents out to attack the PCs, or may decide to kill them themselves.

If the monkey spiders are in league with the pirates on the Sea of Fallen Stars, there are even more problems. With the pirates on their side, the monkey spiders can move freely throughout the region, spreading their power base among all the cities in the area. They could become a massive force that would require a massive effort to dislodge. In this case, the PCs must act quickly to halt the spread of the monkey spiders' power. Infiltrating the pirates is necessary to see where the monkey spiders are going and where the golems are at any given time. Also, sinking a pirate ship with the golems aboard could solve part of the problem right away for the PCs.

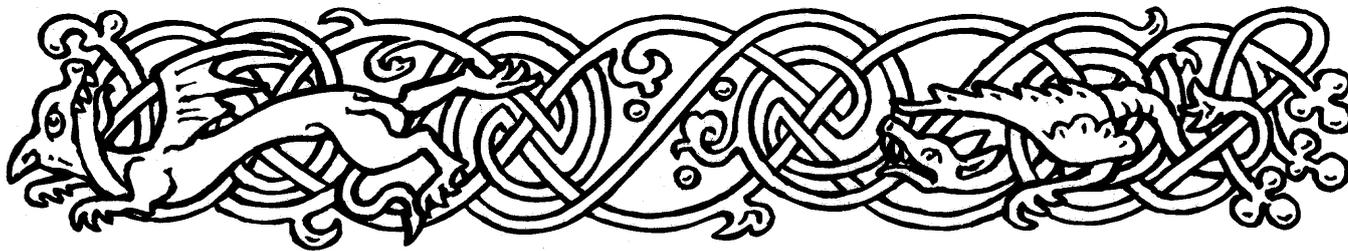
Even if the golems are sent to the bottom of the sea, the PCs should continue to keep tabs on the monkey spiders. The creatures are determined and incredibly resourceful. They might only need some *potions of waterbreathing* to get their golems back.

Another possible outcome is that the PCs destroy the golems. But the monkey spiders do not accept defeat gracefully. Instead, they harass the PCs, causing

them no end of grief. Unless the PCs took special notice of the "bugs" that were biting them on the face and eyes, they probably have no idea that these were intelligent creatures. With the golems destroyed, they might believe there are sorcerers involved, as well. Until the PCs find the monkey spiders, they won't be able to destroy them.

If a DM wanted to keep the monkey spiders as a major campaign villain, there could be more of them on their way up from Sembia. They could have more golems, better magical items, or any number of things to make the PCs' lives miserable. In order to stop the monkey spiders for good, it might be necessary for the PCs to go to the dead wizard's tower and look through his books for a spell specifically designed to deal with the familiars.





MORINS (30)

Terrain: Plains

Total Party Levels: 30 (average 6th)

Total gp XP: 3,000

Monster XP: 4,551

Story XP:

Complete: 12,884 Defeat: 6,442

Retreat: 3,221

Set Up

- The PCs are asked to meet an important group of NPCs in a city some distance away. Their journey takes them across the plains that are the setting for this adventure. During their travel they begin to hear stories about disappearances and sinkholes ahead, though most sound too fanciful to believe.



There are tales of kobold harassment and several merchants who claim that a war-party of kobolds is heading across the plains.

- Shepherds are complaining that something is stealing their sheep. There seems to be little evidence of interlopers or bandits. The shepherds carefully watch over their flocks, and swear they see nothing, complaining that the sheep seem to disappear into the very ground. A group representing the shepherds has asked the PCs to identify and neutralize the problem—for a reward, of course.
- The plains that are the setting for this adventure lie across the shortest route to the PCs' next destination. They are traveling through the area on business of their own, probably expecting no trouble.

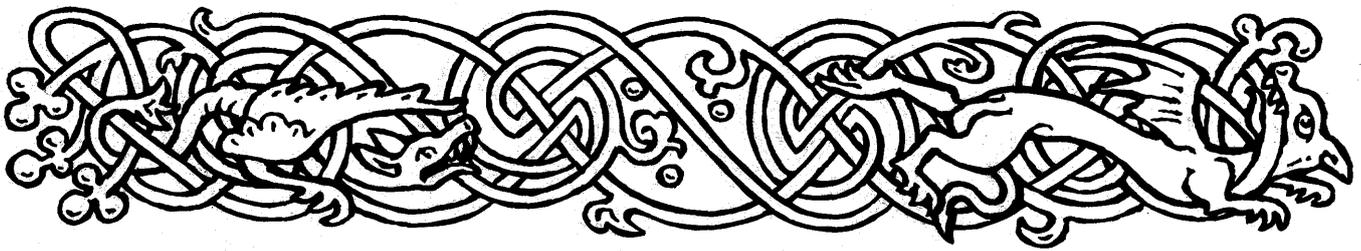
The Lair

This area of plains has long been home to a very small group of morins. For decades, these morins were scattered throughout the plains, warranting little attention from the locals. Encounters with morins were often horrible and resulted in loss of property or life, but they were rare.

Now the population of morins has reached an unheard of level. Natural predators, rain, and drought cycles have pushed the morins population together into a relatively small area, provoking them to heightened levels of aggression. As more and more morins congregate, the danger of a swarm has intensified.

The recent attacks on sheep and travelers and the reports of sinkholes on the plains are a result of the increasingly violent activities of the morins. The creatures are in a burrowing frenzy, digging tunnels across the plains in chaotic patterns. Occasionally the morins burst from the ground to feed, then retreat





into their tunnels and continue their excavation. When two morins meet, there is a brief fight that causes considerable damage to the terrain. Those who know anything about morins, and there are few people who do, would be aware of the impending swarm.

Local creatures also know there is something going on. In particular, a war band of 33 kobolds has been driven from its subterranean home by the morin attacks. Outmatched by the rabid tunnelers, the kobolds have been forced to the surface, where they now prey on anyone they deem weak enough.

Kobolds!

When the PCs approach the area of the plains affected by the growing disturbance of the morins, they can see a group of 33 kobolds tramping about. The kobolds are obviously uncomfortable. They are poking at the ground and digging around. Some appear to be baiting traps, others are standing at the ready, weapons out of their sheaths. The kobolds have been studying the morins and, despite their limited intellect, the kobolds have determined the approximate direction the morins will travel. To protect themselves they are preparing defenses they hope will push the morins away from them and allow them to get back to their tunnels.

Kobolds (33): Int Average; AL LE; AC 7; MV 10; HD 1-4 hp; hp 4x10, 3x18, 5x2; THAC0 20; #AT 1; Dmg 1-6; SZ S; ML Average (9); XP 7

If the PCs charge the kobolds, they have little trouble slaughtering them. In doing so, however, they deprive themselves of a valuable ally in the fight against the morins. The kobolds, weary from being out in the open for so long, and harried by the explosive attacks of the morins, throw themselves into the battle just to get it over with. They do not explain to the PCs what they are doing or warn the PCs of impending danger.

If the PCs take a moment to find out what the kobolds are doing, the creatures are free with their information. They explain that they are attempting to ward off the “diggers,” and get back to their subterranean homes. The kobolds reveal that the diggers are

going to be stampeding soon, and when they do, they’ll probably go right through that “stupid humie place over there.” If the PCs press for information, they discover the kobolds know of a small village of humans, about a mile away, that lies directly in the path of the morins stampede. The kobold also won’t balk at describing just what they think is going to happen to the village in vivid detail, in particular, the morins’s unpleasant method of furious attack.

This should get the PCs stirred up. They can’t let the morins stampede through the village, but they can’t stop it all alone, either. The kobolds know there are probably 30 morins and maybe as many as 50. The kobolds make it clear they are just setting up some defenses in case they can’t get out of the way of the morins. Once the stampede is over, the kobolds are going back into the ground.

If the PCs hope to turn aside the morins, they’ll have to convince the kobolds to help them. This shouldn’t be easy. Kobolds aren’t as smart as most adventurers, but they aren’t much less intelligent than the average human. Right now, the creatures know they are in a bad situation. If the PCs convince the simple-minded kobolds that the morins can be killed, and that doing so will help the kobolds get home sooner, the kobolds agree to help the PCs and begin to prepare a defensive perimeter where the PCs wish.

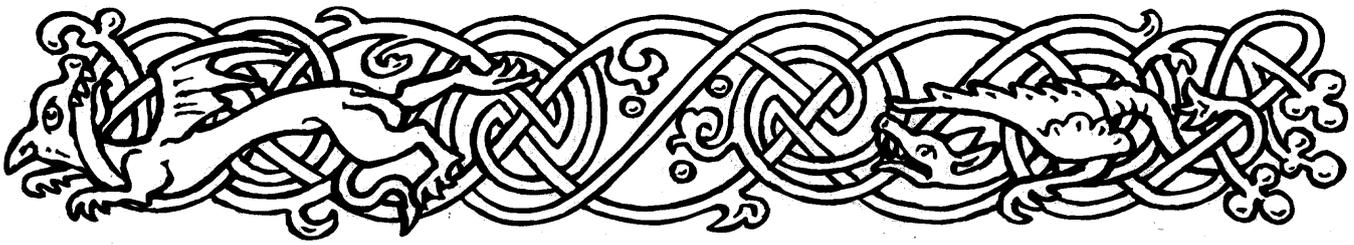
The Stampede

There are 36 morins in the stampede, which starts no more than two days after the PCs arrive. The kobolds know how long it will be before the stampede, and they don’t think the PCs will be able to evacuate the village before the morins arrive.

Morins (36): Int Animal; AL N; AC 7; MV dig 18; HD 2; hp 16x5, 15x4, 14x3, 13x10, 10x10, 5; THAC0 19; #AT 6; Dmg 1-2 each; SA Swarm; SD Burrowing; SZ S; ML Special; XP 120

Defending the village can be tricky. The morins have no concept of tactics and simply charge directly toward the village. They are going to be hungry, mad, and ready to tear chunks out of anyone who gets in





their way. Defenses aren't going to be easy to prepare for the PCs.

The kobolds are a great help, as they've been fighting with the morins for a week or so now. They know that trenches seem to confuse the morins, as the creatures tunnel right into open air. The kobolds recommend digging a few deep trenches across the path of the morins to slow them down. PCs might improve upon these trenches by making them quite deep and filling the bottoms with sharpened spikes, which might help to significantly reduce the number of morins.

The kobolds also know the morins like to jump at their prey. They suggest that the morins will jump at the PCs from just outside the defense perimeter. In order to keep these creatures from breaking the line of defense, it is a good idea to build a tall wall, preferably with a deep trench on the inside of it.

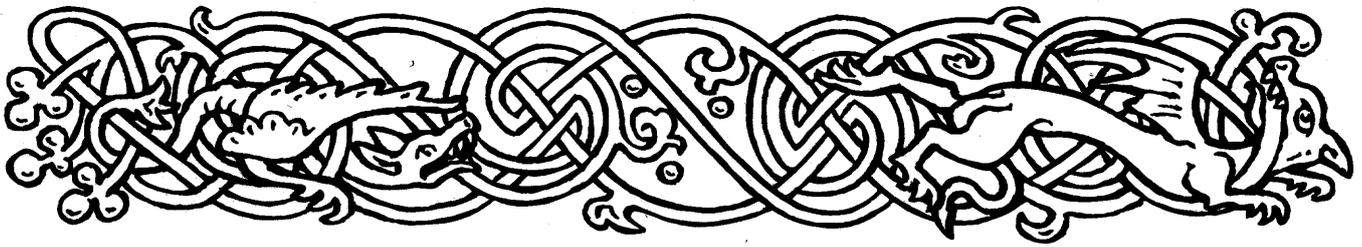
When the swarm attacks, there will be a bloodbath. The morins leap over defenses where they can and tunnel under them where they can't. If the villagers are not off the ground, many will die if any morins

break through the defensive line. These deaths should be particularly heart-rending for the PCs—these people depended on the PCs to protect them.

The morins do not employ any tactics. They have no concept of how to flank an opponent or how they can best make use of their numbers. They dive straight ahead, attacking anything in their path until they have killed their target or are killed themselves.

If the PCs manage to kill most of the morins, they are rewarded by the villagers, kobolds, and anyone who may have hired them to take care of this problem. Added together, these rewards should provide the PCs with a total of 3,000 gp.





ORPSUS (10)

Terrain: City

Total Party Levels: 18 (average 3rd)

Total gp XP: 1,000

Monster XP: 4,200

Story XP:

Complete: 5,867 Defeat: 2,933

Retreat: 1,467

Set Up

- The city has experienced a peculiar malaise among its children. Some people fear that a vampire has taken up residence in the city and is feeding on the easiest targets. Others think evil spirits are at work and the tiny punctures on the young ones are the results of self-destructive behavior caused by bad thoughts.

All anyone really knows is that the trouble seems to center around a particular orphanage, that the children affected by the "malaise of spirit" all have numerous small cuts about their body, and that the problem with the children must be stopped. The PCs are offered 1,000 gp to solve this problem.

- A wealthy noble keeps a bastard child in a local orphanage. The child is a trump card, of sorts, meant to be pulled out in case the noble's other children turn out to be unfit to manage his land. Of late, the child in the orphanage has begun to suffer a sort of wasting sickness, and it is affecting other children throughout the city.

The noble informs the PCs that he wants them to investigate the problem and offers a 1,000 gp reward if they can discover what is affecting his child (and therefore, the other children of the city) and remedy the problem. The noble tells the PCs the things that seem to be common knowledge (the cuts, that it seems to be happening only at the orphanage, and the general "fading" of the affected

children), and once again requests that they keep his involvement secret.

- The operators of an orphanage are concerned that something evil is stalking the corridors of their formerly safe institution. They have noticed that many of the children are being cut, have become quite wan and pale, and are complaining of strange creatures that stalk them in the night. While the operators have little money, they have appealed to the community for aid, and generous contributions netted about 1,000 gp. This money is offered to the PCs, if the PCs can discover what is happening to the children and put an end to this problem.

The Lair

A few months ago, a relatively powerful wizard had a clutch of newly-hatched orpsus delivered to his laboratory. These orpsus were to form the basis of a breeding stock the mage would study and experiment on. But the wizard was killed during one of his more ill-advised experiments. The orpsus and a handful of other strange items and creatures were teleported to various locations around the city. The orpsus all landed in a group, in long-neglected catacombs right beneath the orphanage.

The orpsus, being immature and very small, had to scavenge what food they could. For quite a long time, they could do little but strike out at small vermin and drain them of their blood. Then, as the orpsus grew, they ventured out. A few discovered the children and learned that these creatures slept heavily and put up little fight. Before long, the orpsus were fattening themselves on the blood of innocent children.

The orpsus are native to Kara-tur and are almost unknown elsewhere. This has led to a considerable amount of speculation among those who know of the problems with the children. Most people believe that some sort of vampire is responsible for what has



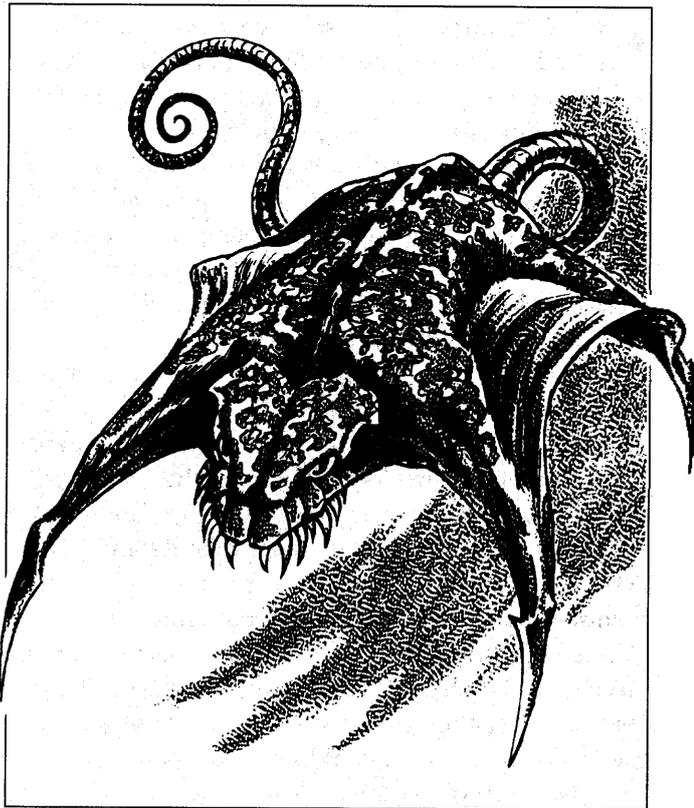


been happening. PCs might be a bit smarter and know there are plenty of creatures that hunt for blood, including a large number of unintelligent and relatively easy to dispatch creatures like the stirge. Regardless, it is wise to let the PCs equip themselves with whatever gear they think they'll need. It will only slow them down later if they choose unwisely, making them that much easier prey for the fast-moving orpsus.

Orpsus (10): Int Low; AL NE; AC 7; MV 2, Fl 14 (D); HD 1+6; hp 12x1, 10x5, 9, 8x3, 7; THAC0 19; #AT 2; Dmg 4-7/1-3; SA Spell-like abilities, drain blood; SD Spell immunity; SZ S; ML Elite (13); XP 420 each

Midnight Snacks

The best place to start investigating is the orphanage itself, obviously. The orphanage is willing to let the PCs do whatever they like, as long as they don't disturb the children unnecessarily.



While the PCs are allowed to set up watches and use any mystical divinary means necessary, they are not allowed to set traps or snares of any type. The proprietors are worried these could accidentally harm the children. Likewise, area effect magical items or spells, such as *fireballs*, are not allowed in or near the orphanage for fear of harming the children or destroying the building.

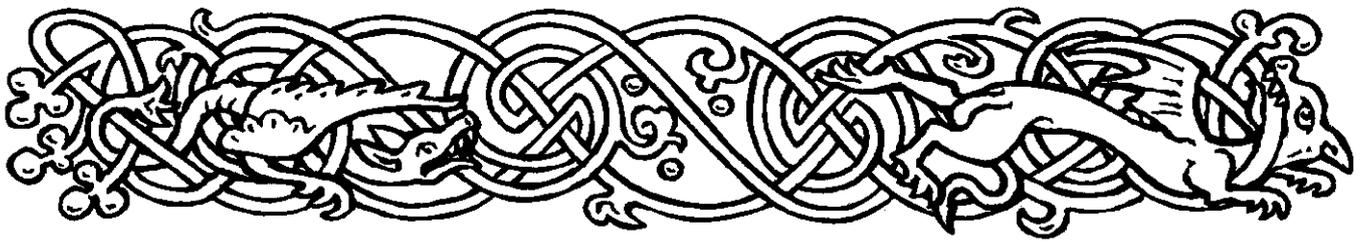
PCs who spend the night watching over the children will quickly realize the creatures responsible are not vampires. They will have little difficulty making out the flitting shapes that dart through the hallways. Keeping up with the shapes is another matter, however. The orphanage has plenty of small cracks in the walls through which the creatures can dart and crumbling doors that the shapes can slip above and below. It should be obvious to the PCs that they will have to find the lair of these creatures.

Because the orpsus aren't very intelligent, they tend to clump together when returning to their lair after feeding, which makes them easier to follow. They also can't slip through the small areas they formerly could, as their bellies are swollen with blood, so they stay in the main hallway.

Going down into the orpsus' lair is incredibly dangerous, even for a skilled adventurer. There are 10 of the creatures there and even after feeding they are mean. The catacombs are winding and crumbling, the perfect lair for small, flying predators. PCs will be assaulted from all sides and harried relentlessly by the orpsus.

DMs should do their best to make this a dangerous adventure and play up the fear of having creatures the PCs can barely see swoop in and tear chunks out of their faces. PCs can collect their reward only if they kill all the orpsus and bring a couple of bodies back to prove it.





Phantom

Terrain: Any

Total Party Levels: 30 (average 5th)

Total gp XP: 1,000

Monster XP: 3,900

Story XP:

Complete: 7,567 Defeat: 3,783

Retreat: 1,892

Set Up

- While the PCs are dining in an inn, they bear witness to a horrible sight. An attractive female figure suddenly appears in the middle of the inn. At first, she is smiling brightly and seems very happy. She is dressed in adventuring leathers and a brightly colored hat. But within a few moments, the woman's face twists into a horrible rictus and her screams echo throughout the inn. Bloody cuts appear across her face and her armor is torn to tatters as she stands screaming the word "bones" over and over again. Though she seems to be trying to fight something off, she is having little success.

Most of the people in the inn's common room panic and flee, and a few of those in the rooms above sprint into the night as well, night clothes flapping. Then the woman disappears.

If the PCs press for information, the innkeeper tells them the woman left a few days ago with a cleric and a couple of warriors to destroy some undead a day or so to the north. The woman and her companions had frequented the inn and the innkeeper knows her name was Lyssinde, and that neither she nor any of her companions returned from their quest. A couple of days ago, Lyssinde started appearing in his inn, always with the same results. The innkeeper will pay the PCs 1,000 gp if they can end Lyssinde's appearances.

- During their travels, the PCs encounter a screaming woman. She is dressed in tattered leather armor that

is being shredded by something invisible as the PCs watch. Within moments, she is covered with bloody rents in her face and body and her voice is ragged from screaming "bones" over and over again. As she falls to her knees, she points to the north.

PCs who follow her direction find a small cave that emanates the stench of death. A hat, similar to the one the apparition was wearing, is caught in a tree not far from the mouth of the cave. Torn fragments of leather armor surround the cave mouth, as do bloody hand prints and other unsavory stains.

The Lair

More than a hundred years ago, a band of adventurers battled the necromancer Abun Fig. While Fig was destroyed, his undead were too numerous to battle, so the adventurers outsmarted them. The undead were trapped behind a cave-in and have remained there until recently.

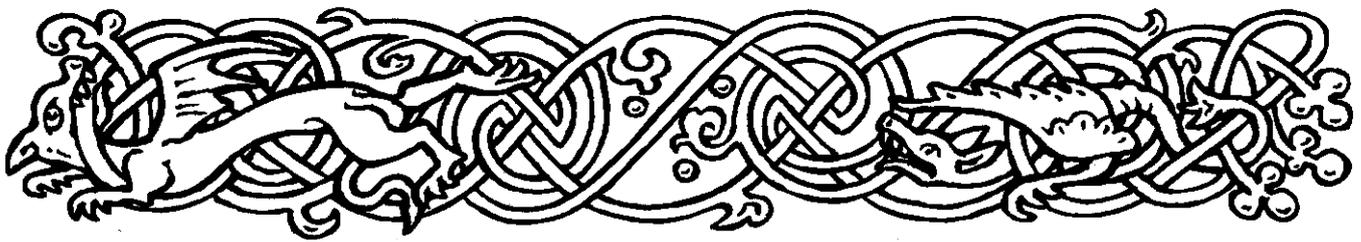
Two years ago, the adventuress Lyssinde Heartsblood discovered a series of scrolls that described the battle with Abun Fig. Lyssinde's deciphering abilities were not good, so she hired the job out. The bard charged with the task wasn't that talented either, and his poor translation sent Lyssinde off on a suicide mission.

According to the bard who translated the scrolls, Abun Fig was the good guy, and the real heroes of the story had attacked him and wrongfully imprisoned him "behind a great wall of stone, to the curse of the dead that walk."

Lyssinde, being a paladin of true heart, wouldn't allow this injustice to remain uncorrected. She put together a small group of heroes and set out to free the "wrongly imprisoned" Abun Fig.

The four heroes entered the cavern where the battle was said to have taken place, and proceeded to tear down the wall that had, for so long, held a small





army of undead at bay. The results were predictably gruesome. The two warriors were killed within moments, leaving Lyssinde and her cleric, Patros, to flee. They became lost within the maze of the cavern and were overcome by the unerring progress of the undead. Zombies and skeletons poured over them relentlessly. Lyssinde was killed defending Patros as he desperately tried to turn the increasing number of undead.

Patros fared better. Because of special instructions given to the undead by Abun Fig regarding clerics, Patros was captured and not killed. Had Abun Fig been alive, Patros would currently be going through a rather unpleasant interrogation at the hands of the necromancer. Since Abun Fig is long dead, the priest is languishing in a makeshift prison under the watch of several skeletons. While not overly intelligent, the skeletons and zombies have been instructed how to defend against clerics, and have bound Patros' arms and legs, and gagged and blindfolded him. Unable to see or speak, the cleric has not been able to turn these undead.



First Meeting

When the PCs enter the cavern, they are assaulted by the stench of death and decay. The bodies of the warriors and Lyssinde are rancid, filling the air with their stench. The zombies and skeletons add their own, older scent to the mixed aromas here.

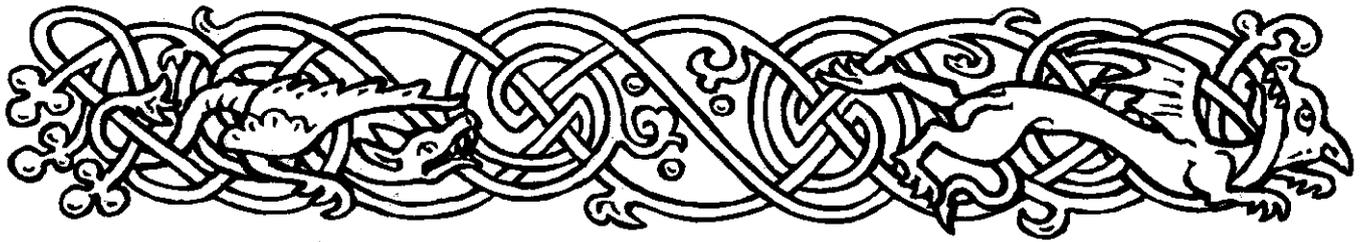
The bodies of the warriors are clumped together as they fell in battle. Each is armed with a long sword and is wearing chain mail. The first warrior has 1d20 x10 gp in a small pouch on his belt; the second is equipped with a *shield* +1. Lyssinde's body lies just inside the entrance to the cavern. She wears leather armor (now torn apart), inset with colorful decorative gems. PCs who take the time might find 1d10 gems worth 1d6 x 10 gp each. Lyssinde's sword, *Heartsblood*, is a *long sword* +1, +2 *vs. undead* and can be found near her body.

The undead are scattered around the cavern at various locations. There are 60 undead, divided evenly between zombies and skeletons. They keep Patros in a small cave off the cavern complex and he is well guarded. The undead have abysmal tactics, but make up for this shortcoming in numbers. If (in the second Set Up) the PCs rescue Patros, he pays them 1,000 gp, all that he can afford.

Skeletons (30): Int Non; AL N; AC 7; MV 12; HD 1; hp 8x5, 7x10, 6x10, 5x5; THAC0 19; #AT 1; Dmg 1-6; SD Spell immunity, reduced damage; SZ M; ML Special; XP 65

Zombies (30): Int Non; AL N; AC 8; MV 6; HD 2; hp 16x5, 13x10, 10x10, 8x5; THAC0 19; #AT 1; Dmg 1-8; SZ M; ML Special; XP 65





REVENANT (1)

Terrain: Any

Total Party Levels: 60 (average 10th)

Total gp XP: 10,000

Monster XP: 19,000

Story XP:

Complete: 70,667 Defeat: 35,333

Retreat: 17,667

Set Up

- Several frightened peasants approach the PCs at an inn. They explain that they have encountered a revenant who in life was a handsome paladin. But tragically, the paladin was waylaid by an evil gnome/illusionist. The illusionist has since ensconced himself in a nearby tower that is nearly impregnable. The peasants claim that if the PCs dispatch the evil illusionist, the revenant will tell them the location of a particularly valuable trove of treasure it had discovered, but not taken, during its life. The peasants, who are too afraid to help the revenant, tell the party they believe the treasure is worth at least 10,000 gp.
- The PCs hear rumor of a revenant who holds a constant vigil outside a nearby sinister-looking tower, and are told the same story as above. However, no one can confirm that there is a treasure, and no one is willing to risk their lives helping. If the PCs search for the tower, they indeed find the revenant waiting outside the tower gate.
- A young woman approaches the PCs. She claims she was visited in the night by her dead husband, a handsome paladin killed at the hands of an evil gnome/illusionist. The revenant (what her husband has become) came to report it was defeated by the illusionist again, and it fears it will never be able to rest easy. The woman tells the PCs where they might find her husband (wandering in a nearby abandoned mining camp), and asks if they will help

him. If they question her, she tells them to ask her deceased husband. The revenant answers the PCs' questions but denies that it needs any help.

The Lair

The gnome/illusionist, Zaxum, has prepared his defenses well. Though he leads a solitary existence, his tower is well protected by physical traps and magical wards. During his life he has acquired many enemies, the revenant being the most recent. Zaxum knows the revenant is on his trail, because the revenant attempted to kill the gnome just a few days ago. The gnome has since increased his magical defenses to include more fire-based spells.

A. Bridge of Flame. This bridge is physically trapped. The trap may be detected and removed as normal. Triggering the trap releases flaming gas beneath the bridge. The result is a 5 HD fireball (save vs. paralyzation for half damage) of a nonmagical nature. The fireball emanates from below the middle of the bridge (where the trap's trigger is), and has a 10' radius.

B. Corridor of Missiles. This corridor has been trapped physically to release a magical effect. The trap can be detected by a rogue as normal, but can only be disarmed by the successful use of *dispel magic* against a spell cast at the 8th level. The trap is a simple tile-trigger that can go off as often as PCs step on it. If triggered, five *magic missiles* streak toward whoever set off the trap.

C. Flame Jets. This is another physical trap that can be detected and disarmed as normal. A complicated series of weights and pulleys supports this corridor. By walking on it, the PCs power several sets of bellows, which send jets of flames from the ceiling. All PCs in the hall are "attacked" by this trap as if it were a 4HD creature. It inflicts 1d10 points of damage.

D. Scythe Trap. The scythe trap is a physical trap designed to sever the victim's head, cut off his legs, and possibly eviscerate him. Three long blades swing



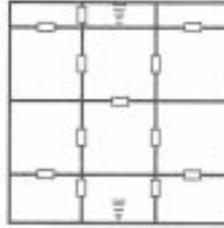


Zaxum's Tower

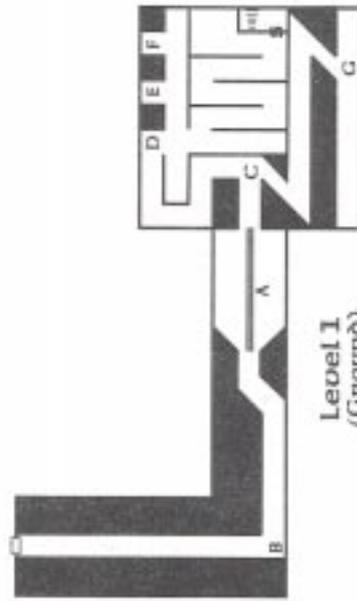
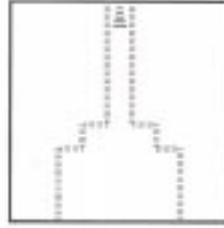
Level 2
(Room with Vacancy Spell cast on it.)



Level 3
(All doors are trapped)



Level 4
(Illusion Spell)



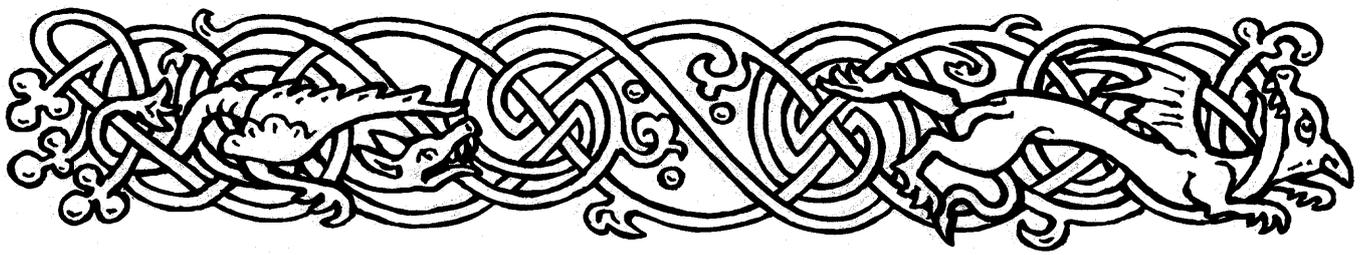
Level 1
(Ground)

- A Trap Trigger Area - sets off fireball
- B Courtyard of Missiles
- C Flame Jets
- D Scythe Trap
- E Pit Trap
- F Death Scroll
- G Dragon Illusion
- ⊙ Door
- ⚡ Secret Door
- ⊞ Stairs



1 square = 10 Feet





out of the wall at knee-height, stomach-height, and chest-height. Anyone standing in the trapped area suffers an attack by the trap, treated as if conducted by an 8HD monster. Each successful attack causes 1d12+1d6 points of damage. This trap may be detected and disarmed as normal.

E. Pit Trap. Once 600 pounds of weight are applied to the floor of this room, the pit trap activates. Those within the trap fall 30' (3d6 points of damage). The walls of the pit are extremely slick and slope upward and inward, making climbing extremely difficult (rogues suffer a -15% to their climb walls ability). This trap may be detected as normal, but cannot be disarmed.

F. Death Scroll. A scroll hangs from the ceiling of this room on a silk string. If read, the scroll explodes from the *explosive runes* cast upon it. This explosion causes 6d4+6 points of damage to the reader, who is allowed no saving throw. All others within 10' suffer 6d4+6 points of damage, but are allowed a saving throw for half damage. This trap can be detected only 5% of the time by thieves, and mages can detect the trap at 5% per level chance of success. If a wizard attempts to *dispel* the *explosive runes*, treat the trap as cast by a 10th-level wizard.

G. The Dragon That Wasn't. This trap is actually an *advanced illusion*. When someone steps onto this trap it appears that a massive dragon has just squeezed its head and shoulders into the far end of the hallway and is preparing to blast a searing flame toward the victim. This spell is only intended to scare intruders into leaving.

Level 2. This room has had the spell *vacancy* cast on it by Zaxum, so the room appears empty. Observant PCs might notice the stairway they just came up doesn't appear in the room, giving them a chance to disbelieve the illusion. The illusion was cast by Zaxum recently, so it must save vs. spell at 15th level or be disbelieved.

Level 3. All the doors on this floor are physically trapped. These traps may be detected and removed as normal.

There are three distinct types of traps: slammer traps, oil traps, and choker traps. The DM may decide which doors have which traps.

Slammer traps, when triggered, cause a large section of the ceiling to crash down on whoever opens the door. The character can successfully save vs. paralyzation to dodge out of the way. A character who fails to dodge the descending pillar of stone suffers 2d20

points of damage. The traps reset themselves after use, a process that requires only three rounds. The trap may then be triggered again as normal.

Oil traps are very destructive and are used to remove undead. When a door trapped in this way is opened, flaming oil will pour from the ceiling, covering a 10' area directly in front of the door. A save vs. paralyzation is allowed for PCs, though success still results in half damage. The oil is a specially formulated mixture that burns incredibly hot and is very sticky. The first round it causes 5d4 points of damage to all it comes in contact with. The oil continues to burn for a variable number of rounds, determined as follows: Any roll of 1 on the damage dice causes damage that round, but that die is not rolled again for determining damage. This trap is potentially deadly to even the most powerful PCs, so DMs should use it infrequently.

Choker traps cause a fine powder to spill into the area directly in front of the door. This odorless powder is very light and airy, and will disperse in 1 round. It has no effect on humans, other than to make them cough and choke for two rounds, but only if it is breathed. During this time humans can take no other actions. Undead, however, suffer 1d6 points of damage, as the dust is specifically designed to affect dead flesh. If the PCs manage to save some of the dust (by whatever means the DM deems appropriate), the dust can be sold to alchemists and other interested parties for 500 gp per ounce.

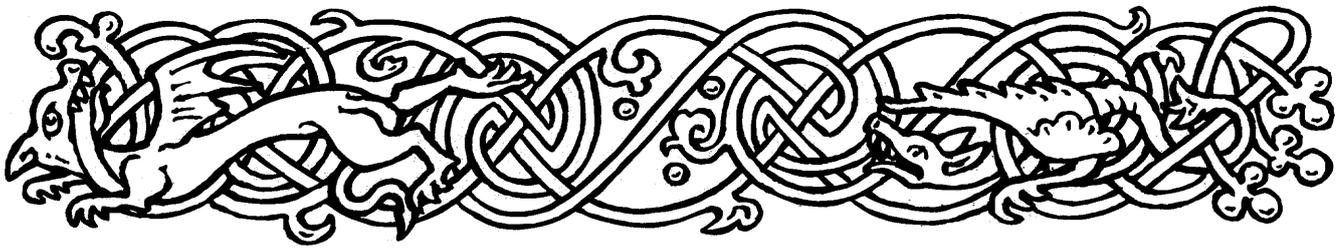
Level 4. This hallway is filled with the sounds of the dying, and a horrible stench fills the air. This is another *advanced illusion spell* designed to discomfit intruders and perhaps make them turn back.

It is almost impossible for the PCs to enter the tower without Zaxum knowing it, and it is very difficult to avoid the traps and wards. PCs must be especially careful to protect the revenant from being destroyed by the many fire-based traps and spells within the tower, whether the creature wants protection or not. The revenant remains somewhat behind the PCs, watching to make sure the way is safe.

The Final Conflict

Once the PCs have gone through the tower, with the revenant close behind, they arrive at the gnome's sanctuary. Zaxum has supreme confidence in his abili-





ties and doesn't believe he can be defeated. For that reason, he stands proudly in the center of his cluttered study and begins taunting the PCs when they enter the room. He is particularly condescending toward the revenant, whom he has killed twice.

Zaxum attacks only after the PCs make the first move. After that, he uses all the spells and magical items at his disposal, focusing attacks on the most immediate threat.

The revenant is going to attack the illusionist as soon as it can. PCs must be very careful to avoid having their employer flame-broiled right before their eyes. It takes some careful maneuvering to keep the revenant out of danger until it can deliver the final attack. While it is not at all feeble in its abilities or fragile in its ability to take damage, fire based attacks can destroy it permanently. The illusionist has a formidable arsenal and is well prepared for this attack. While the PCs have been maneuvering around his traps (possibly being weakened as they do so), the illusionist has been marshalling his defenses and preparing spells to destroy his aggressors.

Zaxum (NE gm I15): AC 2; MV 12; hp 54; THAC0 16; Str 12, Dex 18, Con 18, Int 18, Wis 14, Cha 12

Spell Book:

1st Level: Audible glamor, change self, phantasmal force (x2), spook (x2)

2nd Level: Blindness, blur, deafness, hypnotic pattern, improved phantasmal force, invisibility

3rd Level: Illusionary script, spectral force (x5)

4th Level: Fear, illusionary wall, improved invisibility, phantasmal killer, rainbow pattern, shadow monsters

5th Level: Advanced illusion, demi-shadow monsters, major creation, shadow magic (x3)

6th Level: Demi-shadow magic, invisible stalker, shades

7th Level: Simulacrum (x2)

Equipment: Bracers of defense AC 2, staff +2, dagger +2, potion of extra-healing (x2), potion of fire breath, ring of elemental command (fire), wand of fire, wand of magic missiles, deck of illusions, necklace of missiles (one 8 HD, two 6 HD, two 4 HD, four 2 HD). All equipment is on Zaxum, or within easy reach (items are in secret locations all over his study).

Revenant: Int Exceptional; AL N; AC 10; MV 9; HD 8; hp 60; THAC0 13; #AT 1; Dmg 2-16; SA Paralysis; SD Regenerates; SZ M; ML Special; XP 4,000

The Aftermath

Once the PCs have aided the revenant in the dispatch of its mortal enemy, they might want to loot the mage's hideout. However, through a complex magical ritual, all of Zaxum's magical items, scrolls, and other similar paraphernalia (other than spell components) burst into magical flame as soon as he is dead. The items burn briefly and then are gone before any effective counterspells can be cast. Only a *wish* spell cast at the right time will have any effect on the destruction of Zaxum's magical hoard.

PCs can loot whatever spell components they like, but Zaxum has probably used up any spell components required in the spells he cast during the battle. Other than this, there is no shortage of spell components, so allow spellcasting PCs to stock up.

After the fight and the looting, the revenant begins to fade. It takes a few minutes to give the PCs directions to the promised treasure, and then it disintegrates and its spirit finally rests in peace.

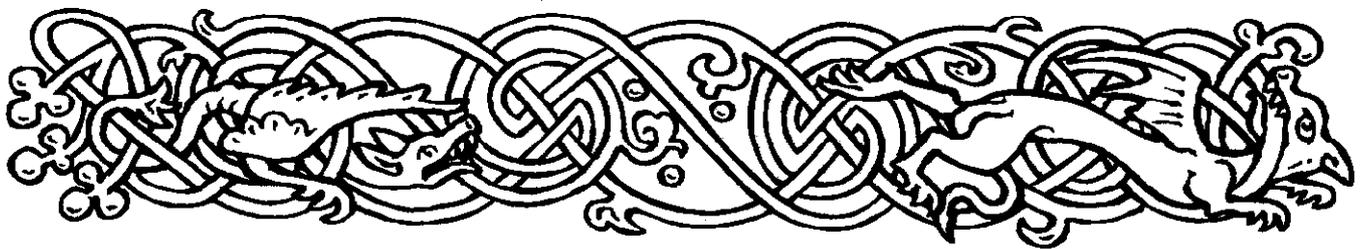
Continuing Problems

Suppose that after the revenant leaves, he mentions the PCs to some of his friends. The PCs might find themselves flooded with questions from the dead souls, asking the PCs to see how people are doing, or to perform final quests for the spirits. The PCs will have to figure out how to break away from the spirits so they can move on.

The revenant might be able to keep in touch with the PCs, having them watch over his wife and family. The PCs might discover that the creature's wife or children are going to fulfill some sort of prophecy in the future. Eventually, others might find out and the PCs will be hard-pressed to keep their charges alive and well.

A more frightening possibility is that Zaxum will become a revenant. With his most hated foe gone, the former illusionist will be anxious to take his revenge on the PCs. As dangerous as Zaxum was alive, he'll be twice as dangerous dead.





Rhaumbusuns (6)

Terrain: Yhaunn

Total Party Levels: 12 (average 2nd)

Total gp XP: 0

Monster XP: 3 15

Story XP:

Complete: 648 Defeat: 324

Retreat: 162

- The Whispering Goat is trying to increase its clientele. A crier has been hired to extol the virtues of the inn and to hand out free one-night passes to the inn. The adventurers are given such passes, along with directions to the Whispering Goat. The rest of this set-up is similar to that given in the first section.

Set Up

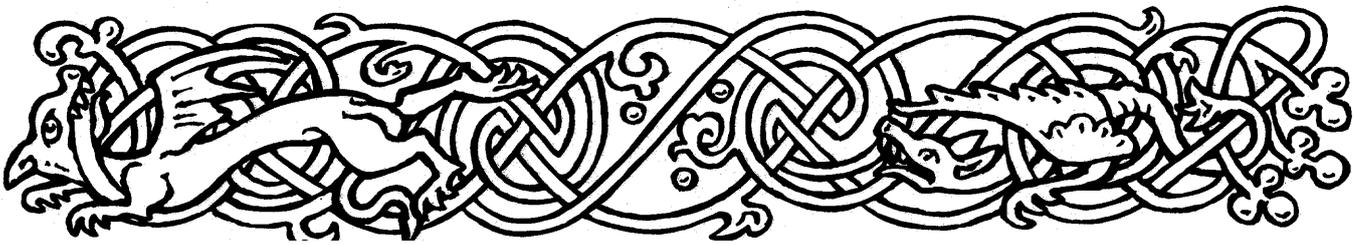
- After a long time on the road, the PCs arrive in Yhaunn and seek shelter. Residents of the city mention that a new inn, the Whispering Goat, specializes in the lodging of travelers, especially those of an adventurous bent. At the inn, the PCs are offered inexpensive but exquisitely prepared cuisine and impressive but inexpensive wines. There should be a feeling of warmth and comradery in the inn, as the guests get progressively more merry on food and beverage. The PCs discover the rooms are small but private, and reasonably priced (prices should be half the current average). The rooms have doors that lock from the inside and are nicely furnished. The PCs should feel there is little danger when they settle in.
- The Whispering Goat, a small inn that recently opened to cater to adventurers, has become the source of unpleasant rumors. Some say those who spend the night in the Goat don't make it to morning, and others whisper that the owners have been seen consorting with a group of hobgoblin slavers operating in the countryside around the city. A group of concerned individuals has decided that the best way to find out what's going on in the Whispering Goat is to send in some spies. The group is authorized to offer the PCs 3,000 gp to spend a few days and nights in the Goat. The PCs are made to feel as at home as possible within the confines of the Whispering Goat.

The Lair

The Whispering Goat is an elaborate front for a slaver organization extending across as much of the Forgotten Realms as the DM chooses. The proprietors of the Goat use the unique design of their inn and some specially trained rhaumbusuns to procure slaves for the slavers. The proprietors make people feel at ease and comfortable within the Whispering Goat, going out of their way to make sure people are well-fed and perhaps a bit drunk before they retire. This generosity is primarily to make the proprietors' job easier, as groggy individuals put up much less of a fight.

The Night Attack

The proprietors of the inn have hired three hobgoblin thugs as their enforcers. In the middle of the night, the thugs enter the rooms through secret passages. They waken the occupant of the room with a very bright light and push a rhaumbusun into the victim's face. Nearly all victims of this attack succumb to the paralyzation effect of the creature's gaze and are then easily removed down the secret passageway. There are a few who manage to avoid the gaze's effect, however, which is why the hobgoblins are well armed. They try to grapple the opponent and overbear him rather than kill him. Generally this isn't too difficult as the character is automatically surprised by the sudden attack, giving the hobgoblins the chance to jump on the PC and subdue him.



If a PC appears to be putting up a decent fight, the hobgoblins retreat, crashing through the window to the street below. They do not use the secret passage to the room, as this would betray their connection to the owners. If questioned, the proprietors say they have never had problems with brigands before, and they will do their best to increase security.

Hobgoblins (3): Int Avg (8-10); AL LE; AC 5; MV 9; HD 1+1; hp 10, 8, 7; THAC0 19; #AT 1; Dmg 1d8 (long swords); SZ M; ML Steady (11-12); XP 35

Rhaumbusuns (6): Int Semi (2-4); AL N; AC 6; MV 9; HD 1+2; hp 8, 6, 5x3, 3; THAC0 19; #AT 1; Dmg 1d3; SA Gaze; SZ S; ML Steady (11-12); XP 120

Captured

PCs affected by the rhaumbusuns' gaze or who are otherwise captured find themselves locked up in small earthen cells. The cells have no doors, but the PCs are kept bound and gagged, making escape difficult.

Observant PCs might discover a number of hard roots and stones in the walls of their cell. If they are cautious and try to mask their maneuvering, they might be able to cut their ropes with these objects.

There are three hobgoblins outside the cells at all times and two more who stand watch above ground. The cells are outside the city and are connected to the hotel by a long tunnel. A hobgoblin is usually (70%) stationed at the midpoint of this tunnel.

There should be two or three other prisoners with the PCs. They are not able to fight effectively but offer rewards if the PCs rescue them. Such rewards should only be promised if the PCs try to escape and should be about 3,000 gp.

If PCs break their bonds, they find their weapons in a small cell across from the rest of the cells. The hobgoblins try to keep the PCs from getting to their weapons, making the fight much more difficult. No character is going to have time to put on armor during the fight, and those who try will probably get a sword in their back.

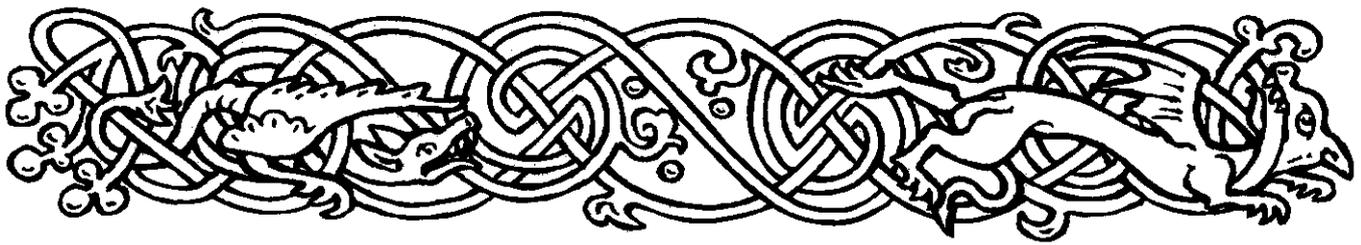
Hobgoblins (6): Int Avg (8-10); AL LE; AC 5; MV 9; HD 1+1; hp 10x2, 9, 8, 7, 6; THAC0 19; #AT 1; Dmg 1d8 (long swords); SZ M; ML Steady (11-12); XP 35

Repercussions

The identity of the mastermind behind the ring of slavers the Whispering Goat was supplying slaves to is up to the individual DM. Perhaps this could be another plot hatched in the higher levels of Zhentil Keep.

More interestingly, this could be a problem brought on by demihuman races. Drow could be looking to expand their slave forces. Several establishments like the Whispering Goat, all over the Realms, could be funneling slaves into the Underdark. In any case, the PCs are going to be on the wrong side of whoever is behind the Whispering Goat's operation.





Ring-worm (1)

Terrain: Any

Total Party Levels: 6 (average 1st)

Total gp XP: 0

Monster XP: 35

Story XP:

Complete: 500 Defeat: 250

Retreat: 125

Set Up

- The PCs are hired to deliver a package from one mage to another. They must travel for a few days to deliver the package and are warned they should not tamper with it in any way. During their journey the PCs are accosted by brigands at various points. The brigands try to get the package. When the brigands get the package they tear it open, but the package is empty. The ring-worm that had been in the package finds the wizard of the party and attaches itself to an inconspicuous part of his body. If the PCs claim responsibility for what happened, the mage who was to get the package is very understanding, as the package actually came from an old foe who has tried to remove the mage from time to time with booby-trapped packages.
- The PCs come across the scene of a savage battle. There is little of value on the bodies, except that one human (obviously a mage) has a beautiful ring on its finger. If an attempt to identify the ring is made, it appears to be a *ring of protection +1*.
- A seedy merchant offers to sell the PCs a magical *ring of protection (+1)*. The ring is offered for the ridiculously low price of 5 gp, but appears to be exactly what the merchant claims, even standing up to magical scrutiny. It is actually a ring-worm, whose purchase will make the PCs' lives very difficult.

The Lair

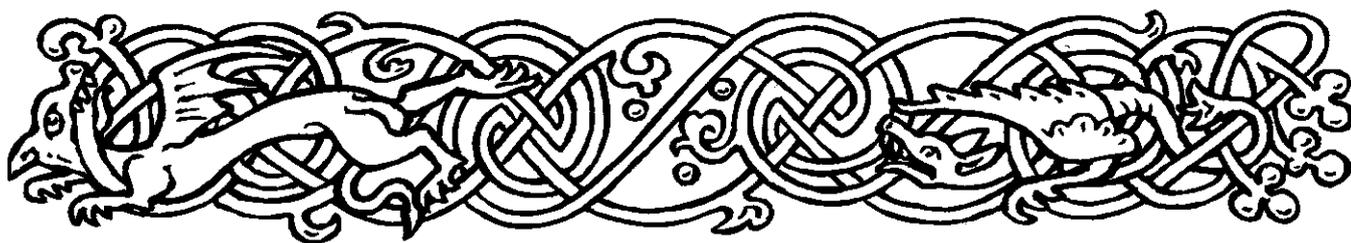
Ring-worms can be found anywhere, especially where adventurers congregate. While not intelligent in the true sense of the word, ring-worms seem to have an affinity for showing up in the worst places at the worst times. Wizards fear them as much as any warrior is terrified of rust monsters. Ring-worms drain the very magic from those who wear them, or are otherwise in physical contact with them, effectively neutralizing even the most powerful mage over time.

The Problem

One day after a character starts wearing the ring-worm, the problems begin. The ring-worm drains 1 spell level from a mage on the first day, two on the second day, and so on. There is a cumulative 10% chance per day that magical items cease to function when the ring is worn. The only magic that can remove a ring-worm is a *dispel magic* against the 6th level of spell ability.

The adventure based around the ring-worm is one of mysterious problems. The PCs may know that something is going on, but they may not be able to figure out what it is. PCs may have to appeal to those who are wiser or more experienced than they, and will no doubt have to perform some sort of service for a powerful mage to have the appropriate remedy performed for them. Strangely enough, no one the PCs talk to ever mentions the easiest cure of all—simply apply fire to the ring-worm. The creatures find flames very uncomfortable and immediately detach themselves if attacked with fire.

Ring-worm: Int Non; AL N; AC 2; MV 1; HD 1 hp; THAC0 N/A; #AT Nil; Dmg Nil; SA Drain spells; SD Only hit by +2 or better weapons; SZ T; ML Special; XP 35



Sand Cats (8)

Terrain Type: City

Total Party Levels: 24 (average 4th)

Total gp XP: 3,000

Monster XP: 720

Story XP:

Complete: 5,053 Defeat: 2,527

Retreat: 1,263

cats escaped from the man who was to deliver them and are running amok through the seedier neighborhoods, tearing up what they can and killing any small animals they can find. The animal trainer offers a reward of 500 gp per cat if the cats can be safely captured. He knows there are six cats loose somewhere in the city.

Set Up

- The PCs are hired by a trader to help him set up his wares in a local bazaar. He offers them a few gold pieces if they'll keep people away while he sets up. After the PCs have set up their cordon around the trader, they hear a snarling screech. The trader yelps and they see five or six flashes of tawny lightning streak into the crowd. The trader becomes frantic and immediately asks the PCs to track down his lost wares that he reveals to be six sand cats. The trader will pay a 500-gp bounty (per cat) for their safe return.
- The PCs are hired by a local city council to solve a "pest" problem. While the council is vague, they do admit the problems they have are related to cats. If asked exactly what sort of problems they are having, the officials mumble something about property damage and lost livestock. The PCs are offered 3,000 gp if they can end the problem and capture whatever creatures are causing the troubles, as proof they did the job. There are six loose sand cats causing all the problems in the city, though this isn't something the PCs are told at the start.
- An animal trainer approaches the PCs and explains that he has a problem. He was expecting a very important shipment of sand cats from a far-away city. These sand cats were to be trained for a local noble as hunting and guard beasts. But the

The Lair

It is common for desert traders to bring sand cats to the more civilized parts of the Forgotten Realms. In most cases, these cats are sold before they ever enter the Realms and need only be delivered. In this case, there was some confusion about who was supposed to buy the cats and the trader believed the buyer had backed out. So, rather than keep them in their cage and deliver them to the appointed meeting place, he chose to display them in the marketplace.

The cats, wild and strong for their size (not to mention wily), escaped and ran off into the city. While there are domesticated animals that are stronger, smarter, and more vicious, there aren't many feral creatures that can compete with a sand cat.

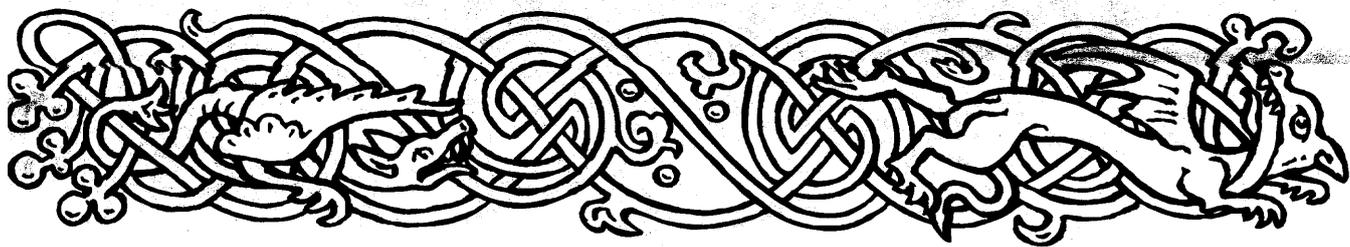
The sand cats have proven to be a real problem in the city. They are constantly scratching their claws on things, tearing up the sides of buildings, scaring other domesticated animals, and generally getting into all sorts of trouble.

The Hunt

Obviously, no one wants the sand cats loose in the streets. While they are immature, they are still destructive to buildings and whatever they decide to sharpen their claws on. What's more, they are growing quickly. Before long they will grow into big sand cats, and the problems will only multiply.

Finding where the sand cats lair isn't a problem. The PCs simply have to follow the sounds of whining





citizens. The sand cats tear up the territory around their lair and leave dead animal carcasses scattered around their nesting areas. But catching the sand cats could be a problem.

The sand cats are small and fast and the PCs aren't supposed to injure them. Spells might work, such as the wizard spell *sleep* or the cleric's *animal friendship*. Of course, the PCs have to be able to see the sand cats to cast such a spell, as the creatures are nocturnal. PCs might also wish to construct makeshift traps, the success or failure of which is left up to the individual DM.

Obviously, catching the sand cats is going to require quick thinking and solid planning. The little creatures have had time to get used to their neighborhoods and are ready to dodge and duck into the tiniest of spaces. DMs should make catching the little creatures as entertaining as possible, using this adventure as a source of comic relief—until the kittens' parents show up.

Sand kittens (6): Int Animal; AL N; AC 8; MV 15; HD 3 hp; THAC0 20; #AT 3; Dmg 1-2/1/1; SZ S; ML Average (8); XP 80 each

Mom and Dad

The sand kittens' parents have tracked them across the desert, hoping to rescue them from the man they saw steal the little sand cats. The parents are very agitated and are ready to cause trouble for anyone who crosses them. But they aren't completely stupid, and are maintaining a low profile until they can locate their young. These beautiful animals have been sneaking about the city trying to find their kittens, which inevitably leads them to the PCs.

The parent sand cats are the ultimate guardian angels. They watch over their young if they have the chance, and do their best to keep any harm from coming to their little ones, even if that means attacking the PCs or someone else who may have the kittens.

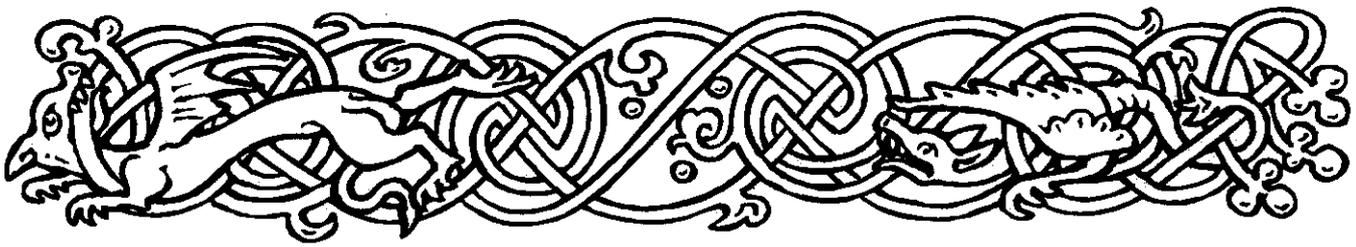
Fortunately for the PCs, the adult sand cats haven't been able to find their young yet, either. Every time the PCs finally catch up to one of the young sand cats, the DM should roll 1d6. On a roll of 1 or 6, one



of the parents has spotted its young and prepares to defend it. This can only happen twice, as there are only two adult sand cats.

Sand cats (2): Int Animal; AL N; AC 8; MV 15; HD 1+1; hp 8, 6; THAC0 19; #AT 3; Dmg 1-4/1-3/1-3; SA Rear claws 1-2, surprise; SD Surprise; SZ S; ML Average (10); XP 120 each





Saurials (10)

Terrain: The Lost Vale

Total Party Levels: 84 (average 14th)

Total gp XP: 50,000

Monster XP: 37,500

Story XP:

Complete: 149,167 Defeat: 117,667

Retreat: 74,583

Set Up

- A priest of Tyr has approached the PCs, explaining that his order has felt the stirring of a dark event that may have been set into motion by Moander, before that god's death some time ago. The priest gives the PCs directions and asks them to investigate the Lost Vale. The priest offers to aid the PCs in the future if they accept this task, but promises no gold or other treasure. When the PCs arrive in the Lost Vale, they are greeted by a group of saurials.
- The PCs become lost in the Desertmouth Mountains. They are discovered by a group of flyers who offer them sanctuary in the Lost Vale in return for the PCs performing some valuable service. If the PCs agree, they are led back to the Lost Vale, where they meet the elder saurials.
- Searching for a lost treasure in the Desertmouth Mountains, the PCs are knocked unconscious by an avalanche. The saurials rescue them and the PCs wake at the village, where they are greeted by the saurial elders. The PCs are fully healed from any damage, and the saurials explain that the PCs have been unconscious for several days. The saurials now ask them for a favor.

The Lair

The saurials are not native to the Forgotten Realms or to Toril. They were magically transported from their home world by the dark god Moander and have lived here ever since. While they don't necessarily hate their life in the Realms, they would dearly love to get back home.

Some of the older saurials have "felt" a calling back to their home world. The source of that calling, they say, lies to the east. The saurials have been hesitant to investigate this possible route home, sure it is a trap set up by Moander before his death. And of course, it is.

The saurials will ask the PCs to investigate the gate for them to see if it leads back to their home world. If it does, or if there is even a possibility it does, the saurials would like the gate to be secured, and for the PCs to notify the saurials that it is safe for them to proceed.

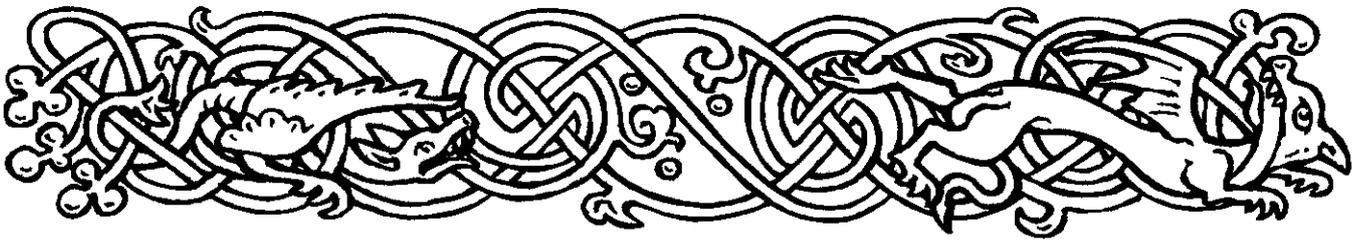
The gate is a trap set by Moander years ago. To further torment the saurials, he set a time-delay spell to lure them to their doom. The gate is nothing more than a carefully programmed illusion to draw the saurials into the trap. The illusions are meant to attract the saurials so that bound guardians (see following) can destroy them.

The Gate and The Guardian

The PCs should easily find the gate. Moander designed the gates to emanate light, visible for many miles during the night and several hundred yards during the day. The PCs reach the gate in two days. It is nestled within the lower peaks of the Desertmouth Mountains.

The gate appears to lead to a lush jungle, just as the saurials described their home world. The PCs can investigate the gate, but even magical means do not reveal it to be anything other than it appears. If the





PCs approach to within 10 feet of the gate, they discover its true nature. A monstrous shape takes form on the other side of the gate, rippling with power and roaring in anger. A few moments later a powerful form steps through, its dripping fangs and mighty wings revealing it is a pit fiend.

The pit fiend was summoned by the same spells designed to torment the saurials. The fiend has been magically instructed to kill anyone near the gate.

Pit fiends are marvelous combat machines, armed not only with devastatingly powerful claws, talons, tails and wings, but also with an arsenal of spells and spell-like abilities.

At the start of combat, a pit fiend uses its ability to *hold person* to keep PCs at a distance. This is followed by a *fireball* and a *wall of fire*. Safely behind its wall of fire, the pit fiend will *gate* in a pair of lesser baatezu (probably hamatula) or one greater baatezu (generally a cornugon). This is repeated until either the pit fiend or the PCs are dead.

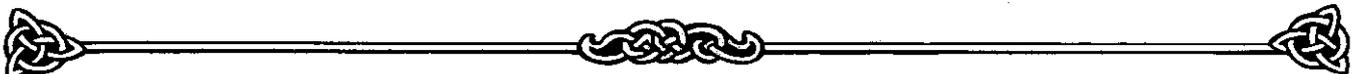
Moander limited the mobility of the fiend so it can travel no more than 100 yards from the gate. This limits its ability to attack the PCs, forcing it to rely on the ability to *gate* reinforcements. DMs should adjust the Monster XP to account for the reinforcements.

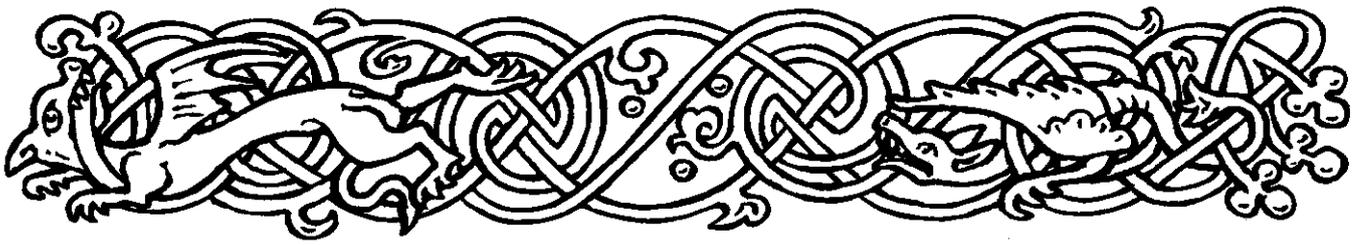
The rewards for defeating the pit fiend are as great as the dangers. If the PCs can defeat the vile beast, the illusory gate will disappear. The saurials will still be grateful, giving them 50,000 gp in gems.

Pit Fiend: Int Genius; AL LE; AC -5; MV 15, Fl 24, (C); HD 13; hp 110; THAC0 7; #AT 6; Dmg 1-4/1-4/1-6/1-6/2-12/2-8; SA Fear, poison, tail constriction; SD Regeneration, +3 or better weapon to hit; SZ L; ML Fearless; XP 21,000

Cornugon: Int Exceptional; AL LE; AC -2; MV 9, Fl 18 (C); HD 10; THAC0 11; #AT 4 or 1+weapon; Dmg 1-4/1-4/2-5/1-3 or 1-3 + weapon+6; SA Fear, wounding, stun; SD Regeneration, +3 or better weapon to hit; SZ L; ML Elite, XP 10,000

Hamatula: Int Very; AL LE; AC 1; MV 12; HD 10; THAC0 13; #AT 3; Dmg 2-8/2-8/3-1 2; SA Fear, hug; SD +1 or better weapon to hit; SZ M; ML Fearless, XP 6,000





Sha'az (25)

Terrain: Arctic Glaciers

Total Party Levels: 60 (average 10th)

Total gp XP: 15,000

Monster XP: 25,750

Story XP:

Complete: 82,417 Defeat: 41,208

Retreat: 20,604

Set Up

- Hauns have been attacking villages along the edges of the northern glaciers, storming out of the north furiously, but without any plan of battle. People in the small villages near the glaciers have so far managed to hold out against the hauns, but they are fearful that as the attacks increase in ferocity and frequency, they will no longer be able to fend off the invaders. They send word to the south, asking for adventurers to come north and help them. The villages have banded together and are offering 15,000 gp to the first group or individual to find the source of these recent attacks and put an end to them.
- If the haun adventure in this book has been used, the sha'az the PCs aided could contact them. It appears they have a clan of hauns on the run and are trying to destroy the vile creatures. They would appreciate any help the PCs could provide, and offer a large reward if the PCs will aid them in their final assault on a haun icehold. The reward is 15,000 gp if the final assault is successful.

The Lair

The hauns have constantly harassed the sha'az and the sha'az are finally striking back. They have been pursuing lone hauns when they have the chance and engaging larger forces whenever they

could. So far, the sha'az have been fighting running battles and small-scale skirmishes, but things are about to get much more interesting.

The sha'az have discovered a haun icehold that might contain as many as 40 hauns. There are at least five haundars at the icehold, and the sha'az are a bit leery about attacking just now. They don't want to wait too long, though, as the hauns could somehow escape or reinforcements for the vile creatures could arrive.

There are 25 sha'az when the PCs discover them, crouched around the icehold. The sha'az are very happy to see the PCs if they've encountered them before, and immediately begin making plans to take the icehold. If the PCs haven't yet encountered the sha'az, the strange race is a bit more cautious. Eventually, though, the sha'az will be convinced that the PCs are trustworthy and will include them in their battle plans.

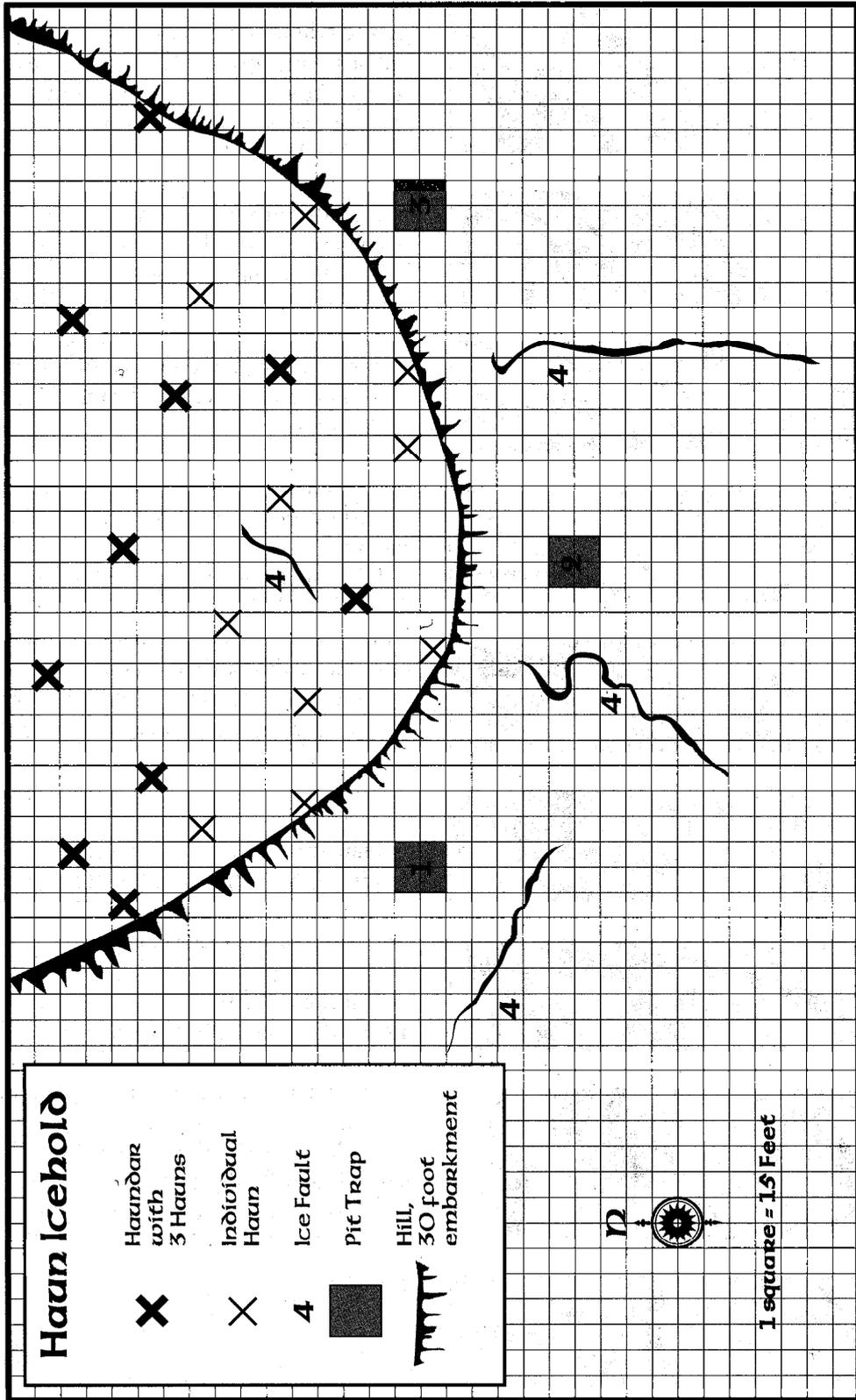
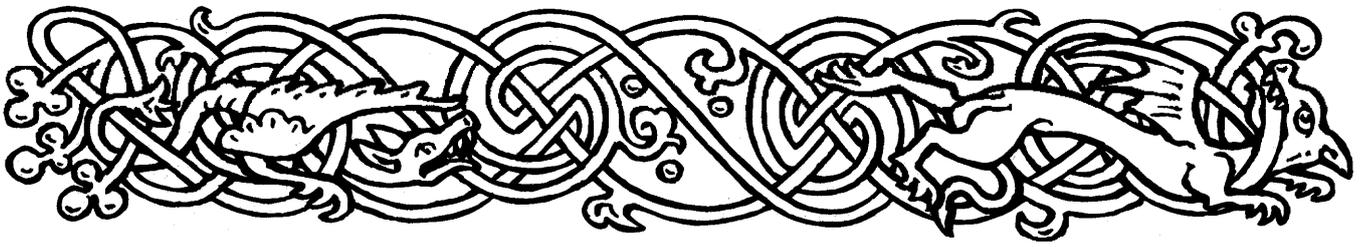
The hauns are just as eager for battle. There are 40 of the creatures and 10 haundars, and they believe their forces to be vastly superior. In many ways they are, including their psionic (or spell-like) abilities. Still, with a force of powerful PCs on the side of the sha'az, it's impossible to tell who's going to win the battle.

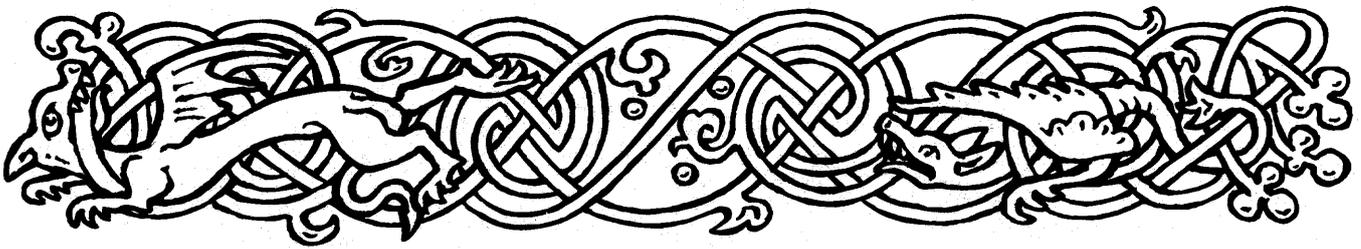
Planning for The Fight

The sha'az are eager for battle, especially now that they have some real heroes here to help them. PCs may wisely decide it would be best to wait a bit, and understand what they are up against before charging blindly into the fight. PCs who indulge in some surveillance (by whatever means are appropriate) might discover the following information, keyed to the map on the next page.

1, 2, 3. Pit Traps. There are three big pit traps near the walls of the icehold. They have the standard chances to be detected and disarmed. They measure 30 feet on a side. These traps may be triggered either







by the haun, or by the weight of more than five individuals. Pit traps are 20 feet deep, though no damage is taken from the fall because of the powdered ice and snow at the bottom of the pit.

4. Ice Fault. Detecting this fault should be very difficult (-35% to the standard chance, and not possible at all with a *find traps* spell), as it is naturally occurring, rather than a constructed "trap." If more than 500 pounds is placed on this location, the ice splits and those upon it fall into a jagged crevasse. PCs fall 25 feet before becoming wedged between the narrow walls of the crevasse. PCs suffer a total of 3d6 damage (2d6 for the fall, 1d6 for bouncing around on icy shards).

Once PCs have successfully reconnoitered the area, or chosen not to, they can dispatch their forces however they see fit, and fight it out to the death with the haun.

DMs might want to give PCs the ability to control "units" of sha'az, with PCs acting as commanders. This gives the PCs the ability to use their knowledge of tactics to boost their chances of success.

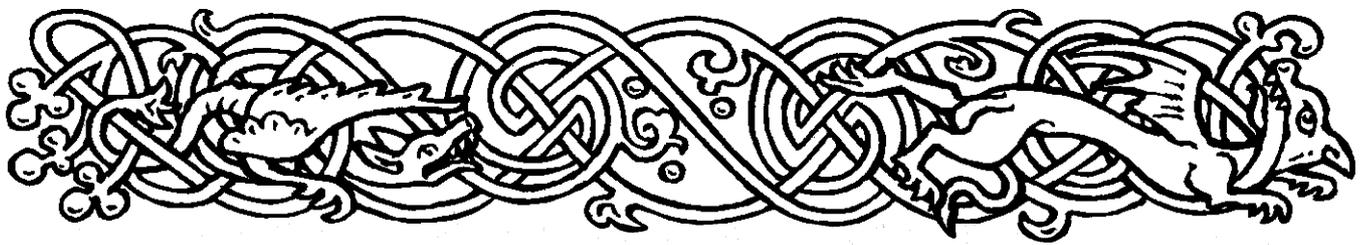
Alternately, the PCs might have control over none of the sha'az and be forced to impose martial order on their allies to keep them from charging blindly into the fray.

Hauns (40): Int Exceptional; AL CE; AC 10; MV 6; HD ½; hp 4x10, 3x20, 2x10; THAC0 20; #AT 1 bite; Dmg 1; SA Psionics; SD Psionics; SZ S; ML Average (8); XP 175 each

Haundars (10): Int Animal; AL N; AC 2; MV 6, 12 Fly (D); HD 20; hp 160, 152, 143, 135x2, 130, 122, 101, 97, 85; THAC0 1; #AT 1 bite; Dmg 2-16; SA Spit acid; SZ G; ML Elite; XP 12,000 each

Sha'az (25): Int Average; AL LN; AC 5 (4 with shield); MV 6, Fly 18 (B); HD 1; hp 8x2, 7x5, 6x5, 5x10, 4x3; THAC0 19; #AT 1 bite or by weapon; Dmg 1-4 or 18; SA Poison Frost; SD Empathy; SZ M; ML Fearless; XP 270





Silver Dog (1)

Terrain: Temperate Forest

Total Party Levels: 18 (average 3rd)

Total gp XP: 2,000

Monster XP: 1,225

Story XP:

Complete: 3,892 Defeat: 1,946

Retreat: 973

Special Note: At least one of the PCs should be true neutral.

Set Up

- A group of villagers near the forest have reported an eerie silver wolf within the forest. Stories have begun to circulate that the wolf is some sort of evil lycanthrope that wants to destroy the entire village. The PCs are hired to investigate and a reward of 2,000 gp is offered for the creature's capture.
- A druid contacts a PC (preferably a ranger or another druid) with a request for help. It seems that a rare and wondrous magical creature, the silver dog, has favored the druid's forest with its presence. Unfortunately, a number of adventurous types have decided to capture the dog. The druid asks the PCs to meet him at the edge of the forest where he will tell them what they need to complete their task. The druid offers the PCs 2,000 gp if they will help him.

The Lair

Silver dogs are favored by druids. If the creatures show up in a forest, the druid of that forest will do everything within his or her power to make sure the animal stays for a while, as legend says that silver dogs bring good fortune and growth to those forests in which they are found. While this may or may not be

true, the druids believe it and seek to converse with silver dogs whenever possible. While there is little actual speaking that goes on when a druid "talks" to a silver dog, the druid is rewarded nonetheless. By capturing the dog without harming it the druid can earn a *wish*, most often that his forest will grow true and strong.

The Druid

The druid of the forest, Mariag the Morose, will meet any PCs who attempt to enter his forest, whether they came to meet the druid or not. Read the following to the PCs who meet Mariag.

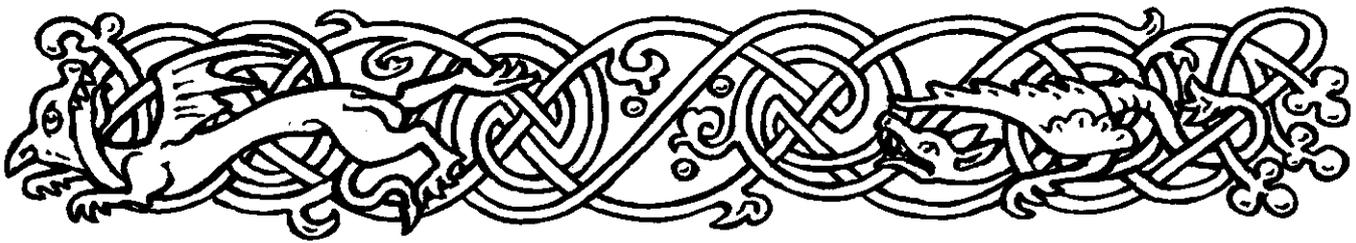
"So, you have come to my forest, have you? Probably just to pursue the glorious silver dog that has taken up residence here. Well, if that's what you came for, you can just leave now. The forest has been filled with such hunters since the dog appeared, all as misguided and stupid as you.

"But if you want to listen to sense, then listen to me. That dog is vital to the survival of this forest. If you kill it or harm it in anyway, it will leave and the forest will wither and die. If you help me though, you can bring this forest growth and vigor. And if you can capture the dog, well, I'm sure I can come up with some kind of reward for you. So, what do you say? Are you going to go about your destructive course or are you going to help me protect the forest?"

If the PCs agree to help the druid, he takes them to his forest abode. The small hut lies between the roots of two great trees and is surprisingly comfortable and nicely appointed. Once there, Mariag draws a crude map and points out the location where the silver dog was last seen and the location of the major group of hunters. He suggests that the PCs search for the dog at night and stresses to them the importance of not harming the animal.

While the druid can regale them for hours on the dog's ability to heal nature, he is remarkably ignorant of the dog's strengths, weaknesses, or abilities in gen-





eral. All that he knows is that the dog must be captured and brought to him by someone of true neutral alignment. Only then will the dog be able to fully help the forest grow.

The Hunters

There are 15 men in the forest, all dedicated to capturing the silver dog. They all believe it to be some sort of lycanthrope and hope to destroy the "foul creature." They will not listen to the PCs' opinions unless the PCs are very persuasive. Bards and spells that control the behavior of others might be enough to dissuade the hunters from their course, in which case this section of the adventure should not be used.

The hunters should be encountered chasing the silver dog or just as the PCs find the silver dog. The hunters shout and chase after the animal, firing arrows and slinging stones. While it isn't proper for the PCs to kill the hunters, they must find a way to stop the group before they hurt the silver dog.



The Hunters (15): Int Average; AL NE; AC 10; MV 12; hp 6x2, 5x5, 4x5, 3x3, 2, 1; THAC0 20; #AT 1; Dmg 1-4 (clubs) or 1-6 (short bow); SZ M; ML Average (9); XP 15

The Silver Dog

The silver dog should be spotted just before or just after the hunters are spotted by the PCs. The hunters will go after the dog just as the PCs are ready to get the dog. The chase is difficult and chaotic, taking place at night in a crowded forest, with many ignorant people firing arrows, slinging stones, and waving torches. PCs are advised to use spells to deter the hunters and to help one of their number get close to the dog.

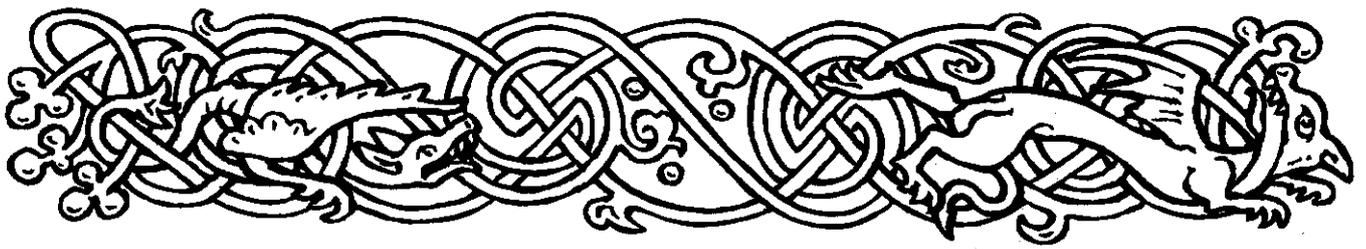
If the dog isn't being chased, a Wisdom check is required to even see the silver dog in the forest, and those who do see the dog must make a successful save vs. spell or chase after the dog at their full movement rate. The dog runs for 1d10+4 rounds at maximum speed (18) before it can be captured. It is vital that none of the hunters be close enough to the dog to harm it. As the hunter attempts to kill the dog, the dog will *disintegrate* and the forest falls silent as everyone realizes the tragedy that has just taken place.

If a PC harms the dog, or a PC of nonneutral alignment attempts to subdue the dog, the same occurs and the offending character suffers a loss of 1,000 XP.

If the PCs subdue the creature and return it to the druid, they are paid 2,000 gp and the druid thanks them profusely.

Silver Dog: Int Genius; AL Neutral; AC -10; MV 18; HD 20; hp 110; THAC0 NA; #AT NA; Dmg NA; SD Disintegrate if cornered; SZ M; ML Unsteady (5); XP 1,000 or -1000





Tempest (1)

Terrain: Any

Total Party Levels: 18 (average 3rd)

Total gp XP: 0

Monster XP: 3,000

Story XP:

Complete: 3,667 Defeat: 1,833

Retreat: 9 17

Set Up

- During their travels the PCs discover a strange house. The small structure is a miniature version of a Greek-style temple, complete with columns, peaked roof, and ornamental friezes. The entire building is less than five feet tall and is only four feet on a side. A withered gnome steps out to greet the PCs (see below).
- As the PCs travel, they encounter a man who claims that he saw a tiny temple (up the road) that shot lightning and shook the ground with thunder. If the PCs investigate, they see the temple (described above), and are approached by the gnome (see below).
- The PCs receive a letter from a mage of their acquaintance. The mage has received a number of threats from a rival (Nafidian Morganoch), indicating that the rival is about to unleash danger in the direction of the friendly wizard. The friendly wizard, while unable to discern exactly what form the attack will come in, knows the approximate location from which it will come, and asks the PCs to investigate. The PCs arrive at the small temple and are approached by the old gnome.

The Lair

The temple was constructed by Nafidian Morganoch, a mage who served with the Zhen-

tarim for a time. Incredibly powerful, Nafidian was able to capture a tempest. The exact method of this capture is a mystery to other mages, as no one could make any sense of the magical scribbling that lines the walls of the temple and seems to be the method by which the tempest was captured.

The tempest is not contained in the temple proper, but rather in a large subterranean chamber constructed to hold it. Nafidian plans to release the tempest from time to time, using controlling magics to ensure that it does what it is told and returns to its prison. If successful, this will make Nafidian even more powerful and grant him the ability to destroy large areas of cities or dispose of armies that oppose him.

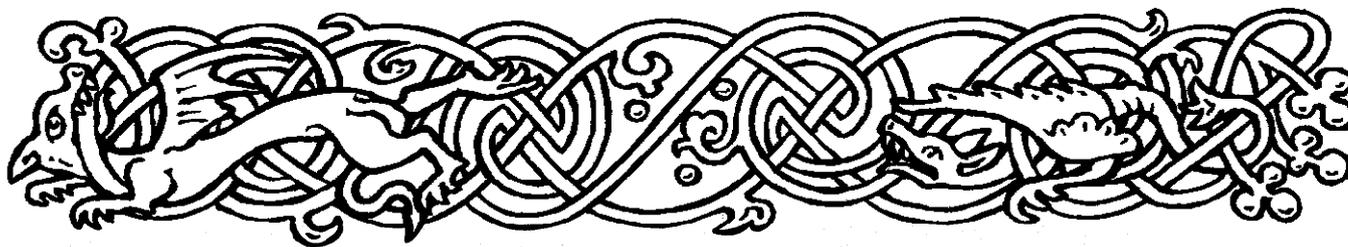
The gnome who greets those who approach the temple is an ancient gnome worn down by the years. He tells the PCs his name is Billian Hargrun, and that he has been charged with maintaining the temple. His duties are to collect charitable donations and keep the interior paintings of the temple in order to keep its occupant, of which he knows little, pacified. He also speaks of the great wizard Nafidias, whose servant it is that rests within the temple.

Into The Temple

If the PCs ask, they are allowed to look into the temple. Wizards who make a successful Intelligence check notice the floor-to-ceiling glyphs are some sort of binding element, meant to contain an entity of some power. They also notice that, despite their magical purpose, the glyphs aren't magical in nature. It is possible to rub them off the polished marble, which explains the paints and brushes within the temple and the presence of the gnome "caretaker."

While in the temple (no more than one character can be inside at a time), the PCs are regaled with tales of Nafidias' might, as well as his plans to use the powerful servant held within the temple to destroy another mage. He also says that if anything were to happen to the temple or the writings on the wall,





Nafidias would undoubtedly pay a terrible price.

It should be obvious to the PCs that this temple is held by a powerful, evil sorcerer who is holding a creature against its will. They should also know that removing the glyphs might release the creature. If the PCs ask what the glyphs look like, show them the illustration of the glyphs.

The Key Glyphs

PCs who study the handout should realize that some glyphs are more important than others. There is a particular glyph that appears three or four times on each wall. In order to release the tempest, the PCs must find and erase each of these glyphs.

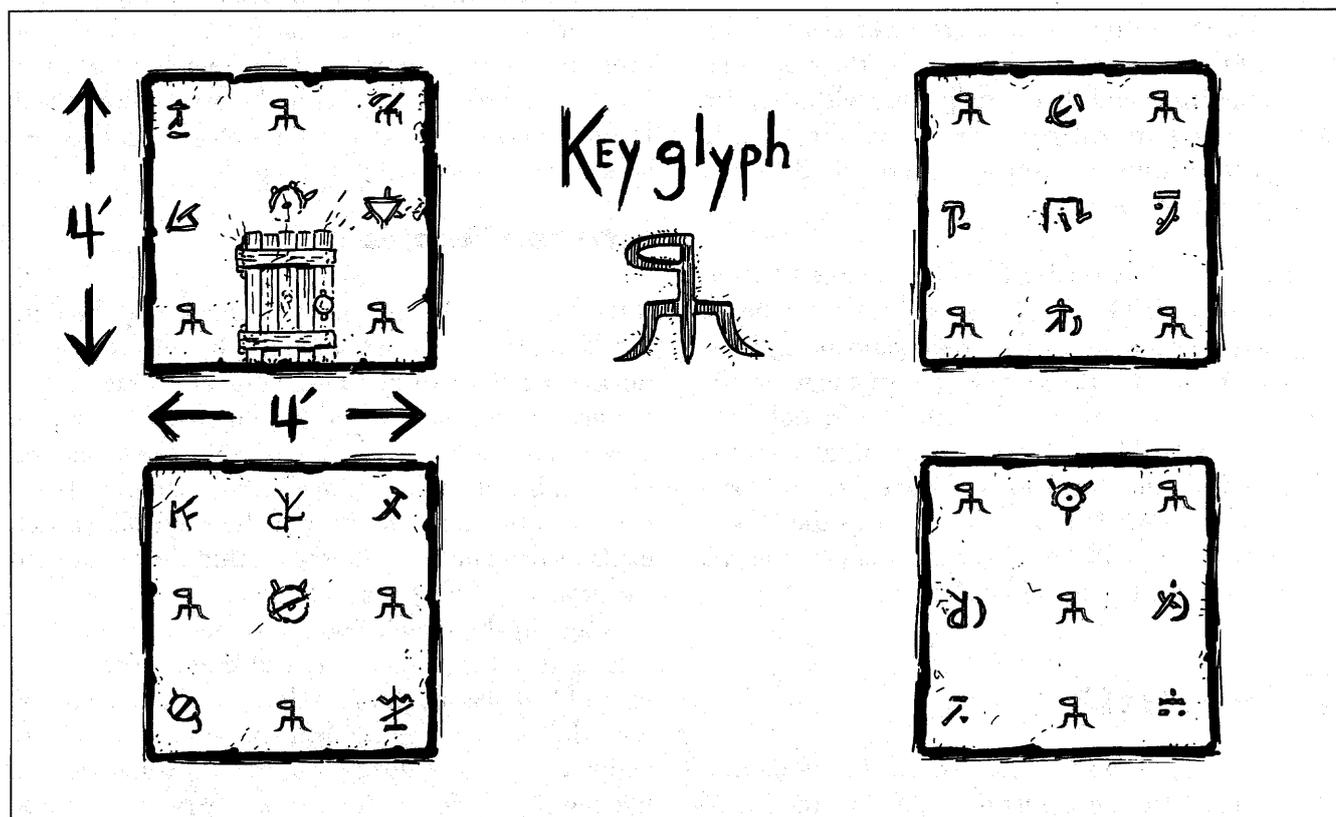
Once the first glyph is removed, the temple undergoes a startling transformation. It grows to its full size (20 feet on a side, 20 feet tall), pushing everything out of its way as it does so. Lightning begins to shoot from the building and thunder shakes the ground. Part of the spell of binding (which cannot be dispelled in any known way), requires the powers of the

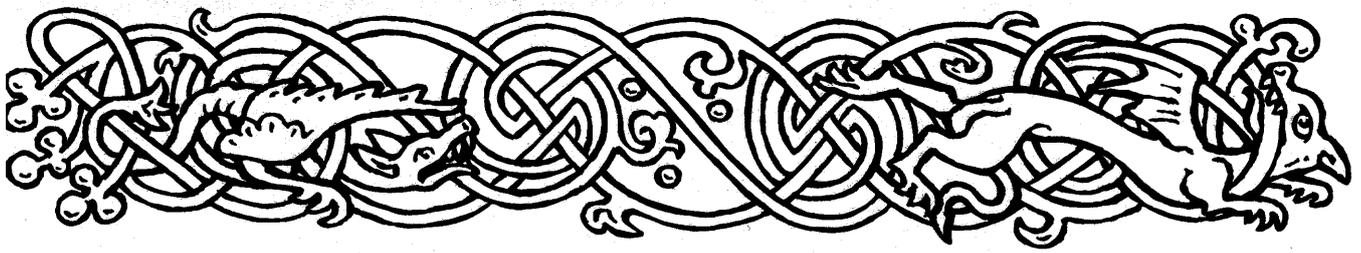
tempest to protect the temple from deliberate defilement. Its powers have been greatly reduced by the spell, so that its only attack is now a 2d6 *lightning bolt*. A successful save vs. spell reduces the damage to half.

The tempest cannot be affected by the PCs in any way, nor can it affect the PCs other than to create a single *lightning bolt* every round. The gnome flees as soon as the PCs start removing the glyphs, knowing that danger will result. As soon as the last key glyph is removed, the tempest flies off to find the mage that imprisoned it.

If the PCs remove more than 20 glyphs that are not key glyphs, the tempest will be driven insane and will burst free of its prison to kill anyone nearby.

Tempest (1): Int Low; AL CN; AC 2; MV Fl 24 (A); HD 10; hp 74; THAC0 11; #AT 1; Dmg 2-16; SA Whirlwind, lightning; SD +2 or better weapons to hit, immune to all wind, gas, and water attacks, electrical and cold-based attacks do half damage; SZ G (50' diameter); ML Champion; XP 7,000





Thylacines (3)

Terrain: Plains (city)

Total Party Levels: 36 (average 6th)

Total gp XP: 1,500

Monster XP: 1,950

Story XP:

Complete: 8,783 Defeat: 4,392

Retreat: 2,196

Set Up

- Local builders have recently begun work on a project to expand the living quarters outside of town. Their plans call for a measured advancement that will, within a few years, consume approximately 100 square acres of nearby plains. Construction workers have been called in from all over the Realms and are being housed outside the city. In the last two weeks, some of the workers have been declared missing, and there have been reports of strange women lurking about the camp. The PCs are offered 1,500 gp if they can end the problem.
- A local merchant who has been supplying a contractor with work to expand the city is worried. Over the past several weeks, three of his sons have been killed while working on the project. All were seen in the company of a beautiful woman before they were killed. The merchant would like the PCs to investigate the deaths of his sons and offers 1,500 gp if the PCs discover who is responsible and punish them appropriately.
- A young woman approaches the PCs, delivers a note, and then departs. The short message reads: "Halt the destruction of the plains. There will be more deaths if this continues." The PCs should be able to easily figure out the message is about the project to expand the city onto the plains, and should bring the note to the attention of the foreman out there.

The Lair

The project to expand the city is jeopardized by a group of thylacines. These creatures were approached by sympathetic lycanthropes who asked the so-called "Sisters of the Green" to defend their territory from the encroachment of the city.

The Sisters have used their stealth and natural camouflage to approach the workers' camp under the cover of darkness. They use illusions to seemingly transform into beautiful women to lure workers to their doom. This tactic has been very successful, and has resulted in the deaths of 15 men. Men are threatening to leave if something isn't done, and the contractor doesn't know what to do.

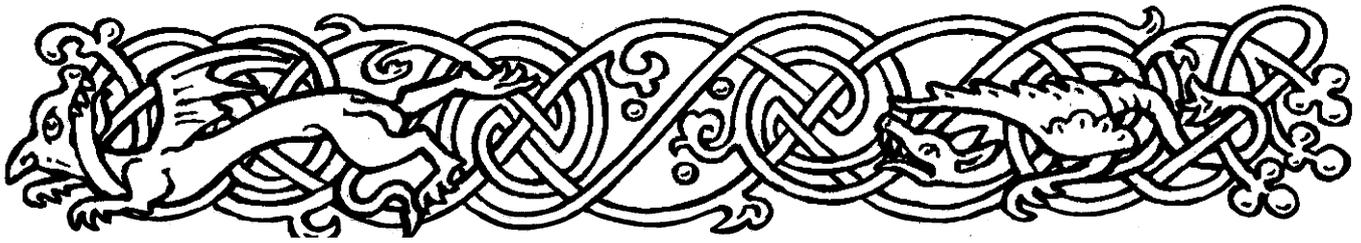
The Hunt

Hunting for thylacines is very dangerous. They are intelligent creatures, capable of making plans and acting on them with alarming ferocity. They continue to lie motionless near the camp until they see someone out alone, then they transform to lure the solitary individual to their doom.

Two of the three Sisters wait while the third lures the unfortunate out, and then all three pounce, killing quickly and silently. So far, they've been able to hide their kills or make them look like unfortunate accidents in order to avoid detection. PCs must be very careful not to travel alone. The thylacines are experts at striking from ambush, and once they know they are being hunted, will rid themselves of the PCs so they can get back to work. They try to force the PCs to split up and attack the smaller of the two groups. The most likely tactic is for a transformed thylacine to appear to some of the PCs and then get them to pursue her. The slower or remaining PCs are then ambushed by the other thylacines.

The thylacines are fanatically devoted to the preservation of the plains and do not leave until two





(or more) of them are dead, or the project has been stopped. The other five thylacines in the area can be called in for help, too. This happens if just one of the thylacines is killed.

Thylacines (3): Int Average; AL N; AC 5; MV 15; HD 4+4; hp 20, 16, 12; THAC0 15; #AT 3; Dmg 1-4/1-4/2-8; SA Pounce; SD +2 to surprise; SZ L; ML Elite (14); XP 650 each

Future Adventures

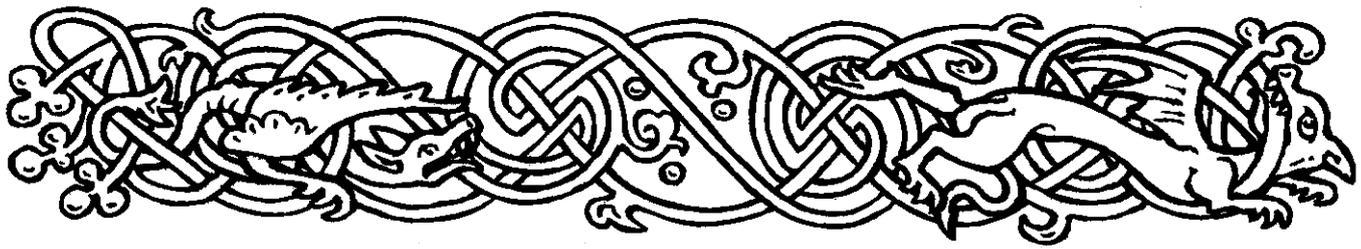
The thylacines are part of a cabal of monsters called the Sisters of the Green. Lycanthropic cults (including the illusionist thylacines) could flourish in various areas of the Realms, using their human guise to consolidate power and their bestial side to destroy opposition.

The Sisters of the Green might extend throughout thylacine society, creating a vast network of monsters who act in concert. This adventure might be the first step in a campaign of terrorism against city-dwellers and others the thylacines might see as defilers of the wild.

If this is the case, an entire campaign can be constructed from this one adventure. First the PCs solve this mystery and then find themselves drawn into another involving mysterious women and killers that seem to be great cats. As the PCs travel, they might see the pattern spreading, with important land developers being killed by mysterious assassins.

This sort of plot can be very disconcerting. The PCs might mistakenly believe the attacks are aimed at them, especially if the thylacines seem to appear wherever the PCs go. It is better to drop hints slowly, letting the PCs stumble onto a murder every third or fourth adventure, then every second or third, and finally, every other. A mix of thylacines and lycanthropes will further confuse the PCs and the players. The climax can come with the PCs chasing the thylacines along a trail of murder victims.





TREN (1)

Terrain: Swamp

Total Party Levels: 30 (average 5th)

Total gp XP: 5,000

Monster XP: 175

Story XP:

Complete: 7,842 Defeat: 3,921

Retreat: 1,960

Set Up

- The PCs hear stories of a savage assassin who has taken up residence in a swamp. The assassin, whom everyone is calling the Bloody Ghost, has killed several people within the swamp. Strangely, the ghost hasn't left the swamp to search for prey, and appears to ignore those who come even within a few feet of the swamp. Only those who actually enter the swamp are in danger. The stories mention that the ghost destroyed a caravan supposedly containing 5,000 gp.
- For years, a small trade route has run through a swamp. The route was maintained by individuals paid to do so, and crossed several small bridges built just for the route. The swamp was believed to contain no hostile creatures, but now there is reason to believe otherwise. The maintenance crews on the route are missing, and recently a caravan containing 5,000 gp disappeared. The traders who use the route ask the PCs to investigate, and are willing to let the PCs keep the 5,000 gp if they find the money.

The Lair

A solitary tren has settled in the swamp. While tren normally travel in reasonably large groups, this one likes the thrill of the hunt and the joy of combat too much to share the sensation. Instead, it

has set up a series of snares and traps that aid it in the dispatch of travelers and give it the advantage that it needs in case there are numerous travelers to deal with at once.

The tren spends most of its time concealed in the mud and undergrowth of the swamp. It is usually found at Point A on the map (page 92) so it can reach the other traps quickly. The tren is adept at remaining motionless, becoming almost invisible through natural camouflage. The tren can maintain this for hours at a time. The tren's lair is at point X on the map, which is also where the gold is located.

The Traps

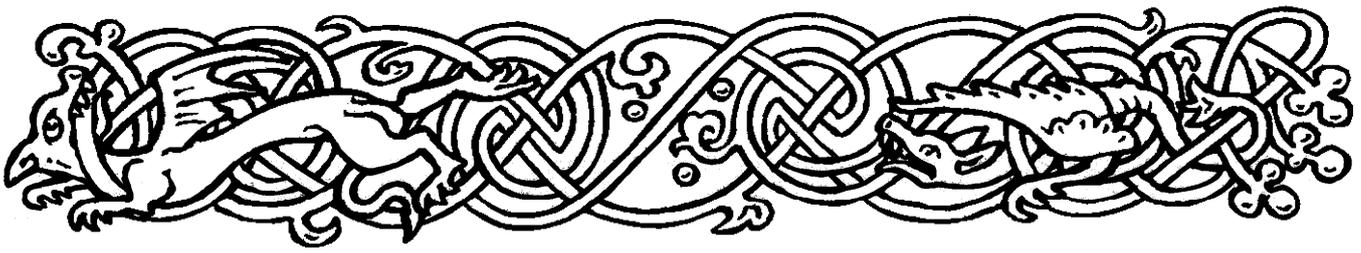
The tren has set a number of traps, indicated on the map, and keyed by letter.

A. Crusher. The tren has constructed a crude trap that swings two massive stones across the path of the trade route. There is a normal chance to detect and disarm the trap. If triggered it "attacks" as a 4 HD monster, and inflicts 1d20 damage on a successful hit. This trap was designed to cripple wagons or mounted guards. The trap may only be tripped once and must then be re-activated.

B. Quagmire. There are a number of these traps, both on and off the trade route. These appear as reasonably solid earth, but when stepped on they collapse. This plunges the victim into a hole that quickly fills with water. A successful Dexterity check must be made when the trap is tripped, or the victim becomes submerged. At this point drowning may begin (*PHB*, Time and Movement, "Swimming") and the character must be rescued by other PCs. This trap may be detected as normal, but there is no way to disarm it other than by putting some sort of support across it.

C. Drop Spikes. This trap is brutal and guaranteed to hit if it is triggered. It causes a number of sharpened wooden stakes to crash down from the trees. Rocks affixed to the butt ends of the spikes provide added momentum, allowing the spikes to cause



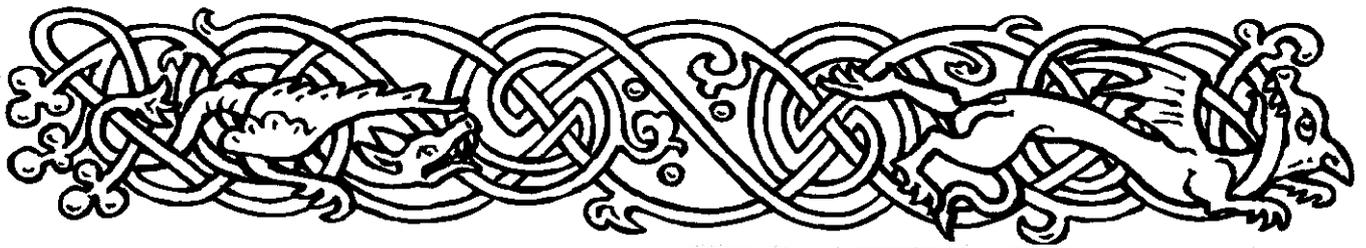


Tren Traps

A	Crusher Trap
B	Quagmire
C	Drop Spikes
D	Trip Wires
E	Whip Snare
●	Tren Starts
X	Tren's Lair
☁	Light Forest
⋯	Safe Path
■	Shallow, Boggy

1 square = 20 Feet





tremendous damage. While the trap may be detected and disarmed as normal, if triggered it automatically causes 2d10 damage to the character who trips the trap, as well as anyone who is within 5 feet.

D. Trip Wires. There are numerous areas crisscrossed by vines and submerged beneath the water. They are difficult to spot (-5% chance to detect traps), and cannot be disarmed without a considerable amount of effort and time spent cutting each individual vine.

PCs who move into, through, or out of an area laden with trip wires must make a Dexterity check. If successful, the PCs can continue to move as normal, but if the check fails, the character has fallen. The character must then spend 1 round getting to his feet. PCs who reduce their speed to half normal may increase their effective Dexterity (for purposes of the check, only) by +2. PCs who run through an area of trip wires suffer a -3 penalty to their Dexterity check, and suffer 1 hit point of damage when they fall.

E. Whip Snares. These traps are a variant of the standard game snare using a noose, trip wire, and weights to capture enemies. The trap can be detected and removed as normal, with normal chances for success. If the whip snare is tripped, the noose closes around the target's legs, whipping the target into the air. The unfortunate victim is brought up, over, and down in a powerful arc as the trap finishes its operation. The target suffers 1d6 points of damage from being jerked into the air, plus 1d12 points of damage from being thrown to the ground.

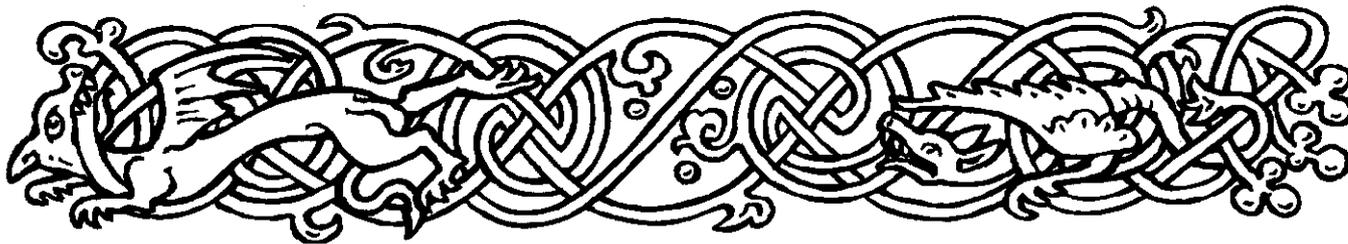
PCs must also make a successful Intelligence check or be stunned for 1d4 rounds. PCs in armor any heavier than leather will also suffer the effects of being partially submerged in muck and sludge. It takes 1d6 rounds for the character to extricate himself from the mess after he has recovered from the stunning effects of the attack.

The tren is expert at identifying the location of attackers within its swamp, and always moves toward the nearest attacker (unless a weaker opponent is also nearby). The tren always uses its traps to its advantage, causing PCs to follow it into traps or chasing them into areas where there are trip wires. There is no chance the tren will accidentally trip one of its own traps.



The tren's lair contains the 5,000 gp and its standard treasure types of A and D, most of which has been taken from others it has ambushed.

Tren: Int Average; AL CE; AC 4; MV 12, Sw 9; HD 3+3; hp 22; THAC0 17; #AT 3; Dmg 1-3/1-3/2-7; SA Stench; SD Camouflage; SZ M; ML Elite (14); XP 175



Wemics (30)

Terrain: City (plains)

Total Party Levels: 42 (average 7th)

Total gp XP: 2,000

Monster XP: 9,550

Story XP:

Complete: 21,717 Defeat: 10,858

Retreat: 5,429

Set Up

- PCs begin hearing tales of a wemic uprising a few days' travel east. The wemics seem to be on the warpath but no one is sure why. The PCs are offered a job as advance scouts to see what the wemics are doing. Their pay is 2,000 gp.
- A well-known art collector and society dilettante approaches the PCs. He has received what is supposed to be an authentic religious icon of the wemic people. He would like the PCs to approach the wemics to determine if the item he describes is truly of value to them. The collector will pay the PCs 2,000 gp.
- A wemic war party has sent its representatives to the city where the PCs are staying. These representatives tell the city's leaders that if the "property of the wemic people" is not returned, the war party will raze the city to the ground. The PCs are hired by the city to discover what "property" the wemics are concerned about. The PCs are to approach the wemics under the white banner and parlay with them. The pay is 2,000 gp.

The Lair

Two weeks ago a thief infiltrated a wemic pride's "passage hut" and stole an item important to wemic coming-of-age rituals. The piece was later sold to a collector in the city where the PCs are staying at

the start of this adventure. The wemics were obviously quite upset. Their chieftain has formed a war band, tracking the thief to this city. The wemics are prepared to die in their attempt to reclaim the icon, and will destroy as many as they can before perishing.

When the PCs go out to meet the wemics, the leader elaborates somewhat on the current problems. Read the following to the players.

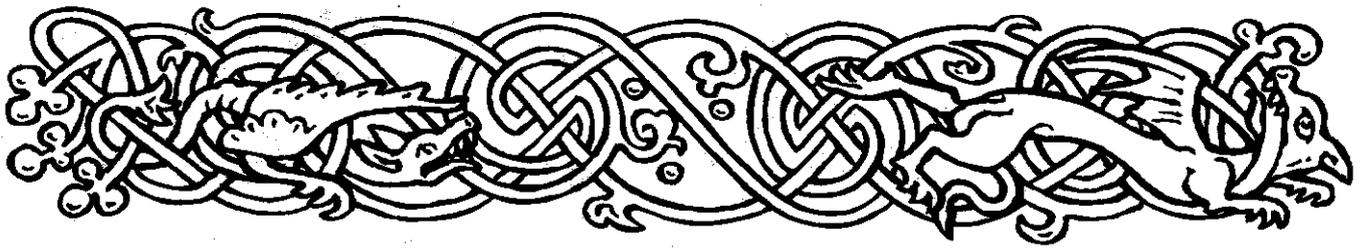
"Ahh, you have come to discover what it is that has offended the wemic people. And I will tell you. It is the act of thievery. One of your kind has stolen a valuable part of our culture, an item of such import that we would die rather than let it remain in the hands of humans for another night. If it is returned, we will return to our pride and there will be no bloodshed. But if it is not returned, there will be war."

The wemics are able to give the PCs a good description of the man who stole the religious item, as the wemic trackers spotted him shortly before he entered the city. The PCs have seen this man before and know that his patron is an art collector who lives within the city. Hint strongly, if the PCs don't get it for themselves, that the art collector probably has the item and, if it were to be stolen and returned to the wemics, peace could be restored. If the PCs don't figure this out on their own, have the wemics suggest that the PCs could save everyone a lot of trouble if they were to find the item and return it to the wemics. The wemics give the PCs until the moon is high (a little before midnight) to bring the relic back to them. If the PCs don't return the item in time, the wemics attack the city.

It is possible that the PCs will try something ill-advised and get into a fight with the wemics. If this occurs, the wemics should very little trouble subduing the PCs. There are 30 wemics, all ready to fight.

Wemics (30): Int Average; AL N; AC 6; MV 12; HD 5+8; THAC0 15; #AT 2 or 3; Dmg 1-4/1-4 and weapon; SD -2 initiative modifier; SZ L; ML Steady (12); XP 270





Retrieval

The PCs have a fairly difficult task ahead of them. The art collector is very proud of his collection and protects it appropriately. PCs will have to get past a large number of guards. There are 30 guards in and around the estate, partnered at entrance points to the estate as well as roaming the halls in pairs and trios. There are not normally this many guards at the estate, but the collector is expecting trouble and has prepared accordingly.

Stealing the religious icon should be fraught with peril for the PCs. The guards are well trained and are expecting trouble, and the estate has plenty of open areas that are difficult to cross. Plus, the PCs are under a time constraint, giving them little time to plan or prepare themselves for the act. It is important to keep the pressure of the time limit high. Remind the players that they have limited time. Don't let any character remain in one place for any length of time. Guard patrols and the passage of time will conspire to keep everyone moving.

The religious relic is guarded by five men who will sound the alarm as soon as anyone enters the room. Thus, getting into the estate may be much easier than getting out for the PCs.

Guards (30): Int Average; AL N; AC 7; MV 12; HD 1-6 hp; hp 6x5, 5x5, 4x5, 3x5, 2x10; THAC0 20; #AT 1; Dmg 1-8; SZ M; ML Average (10); XP 15

The Return of the Relic

If the PCs manage to recover the relic and return to the wemics, they will be well rewarded. The chieftain will acknowledge the PCs as honorary tribe members, and asks the PCs to return with them to be properly honored before the rest of the pride. If the PCs do so, they will be given a sumptuous feast and a symbol of the wemic's respect, a bronze lion's head pendant.



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Book of Lairs

by Nicky Rea and Sam Witt

"So, thee say there be beasts out there thee've ne'er heard of nor encountered? 'Tis easily enough repaired—provided thee've the stomach for it!"

—Elminster, the Sage of Shadowdale

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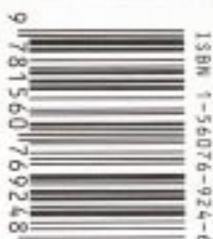
Enjoy making the acquaintance of beasties from all parts of the Realms, from alguduirns to dimensional warpers, inquisitors to revenants, ring-worms to wemics. The good, the bad, and the ugly (and the not-so-ugly)—they're all here, ready to encounter your party!

The FORGOTTEN REALMS Campaign Setting and the FORGOTTEN REALMS MONSTROUS COMPENDIUM[®] Appendices are necessary to fully enjoy this product.

Oh, and one more thing: DMs and players should be aware of this famous corollary to Elminster's Rules of the Rabbit:

Sometimes a rabbit is just a rabbit.

And sometimes, it's much, much more. . . .



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INTRODUCTION TO
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DUNGEON MASTER[®] Screen

Ability Scores

- Strength:** How much your character can lift or push.
- Dexterity:** How graceful or clumsy your character is.
- Constitution:** How healthy your character's body is.
- Intelligence:** How smart and educated your character is.
- Wisdom:** How wise and how much common sense your character has.
- Charisma:** How well your character gets along with others.

Ability Checks

- (1) Dungeon Master chooses which ability makes the most sense to check against.
- (2) Player rolls a 20-sided die.
- (3) If the number rolled is less than or equal to the ability score, the action works.

Time and Movement

- 1 round = 1 minute.
- Characters move up to 120 feet per round (12 inches on the map sheet).
- Dwarf characters move up to 60 feet per round (6 inches on the map sheet).
- Characters can move half their total allowed movement and still make an attack in the same round.

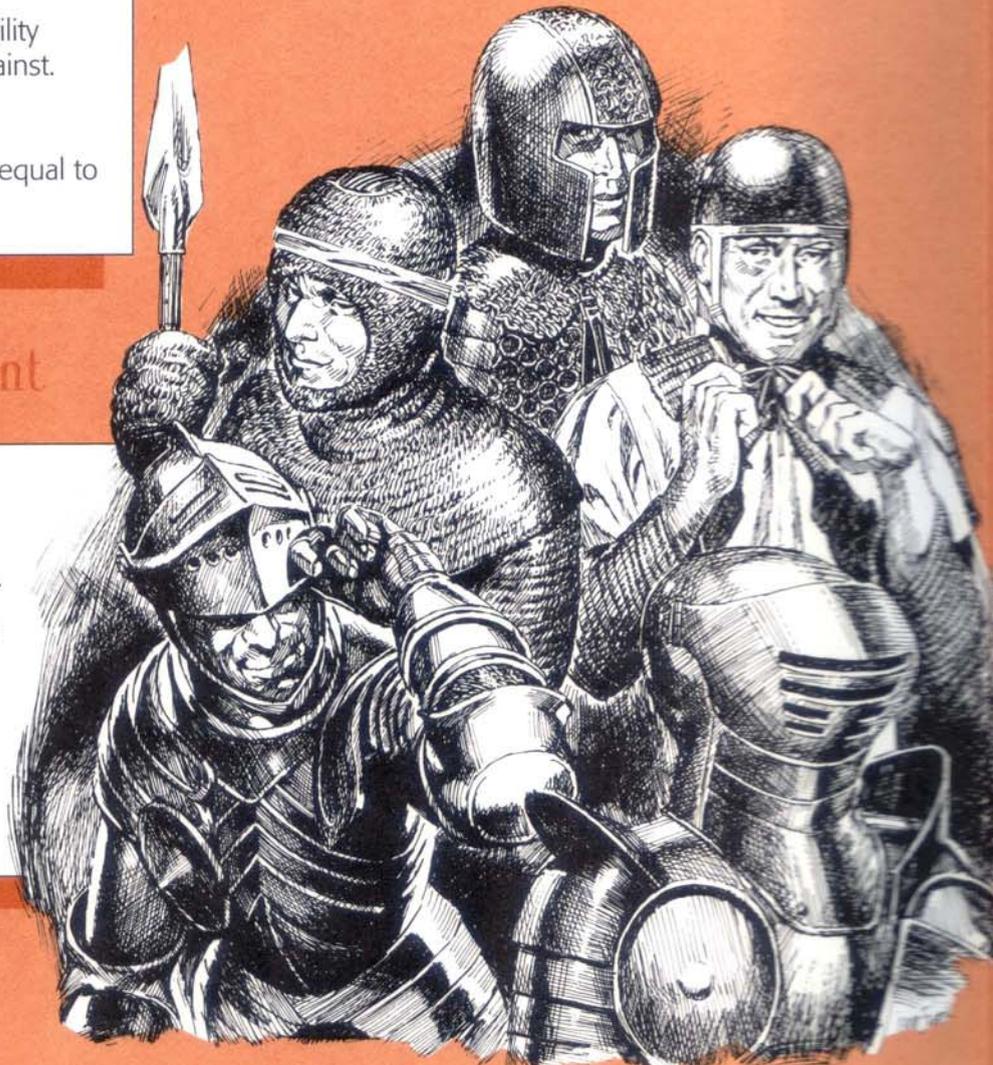
Special Movement

Type of Movement	Feet per Round
Swimming	60 (half normal speed) 30 (dwarves)
Climbing, not a thief (must have a rope)	20 (if successful) 80% chance of success
Riding (on horses)	180

Dangers

Type of Danger	Damage
Falling	1d6 per 10 feet
Poison	15 points of damage

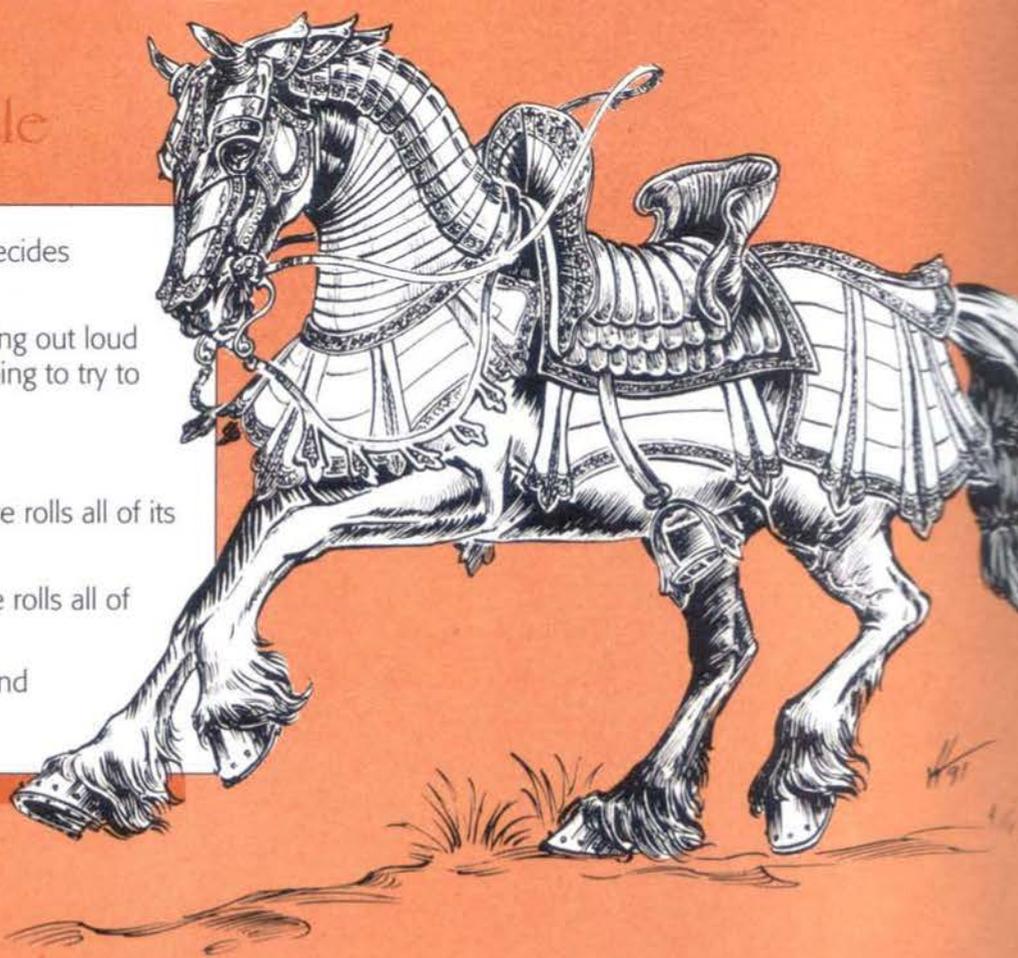
(Poison takes 1d20+10 rounds to take effect.)



How to Run a Battle

- (1) Dungeon Master secretly decides what the monsters will do.
- (2) Players take turns each saying out loud what their characters are going to try to do.
- (3) Roll for initiative.
- (4) Whichever side won initiative rolls all of its attacks.
- (5) Whichever side lost initiative rolls all of its attacks.

Repeat these five steps each round until the battle is over.



How to Attack

- (1) Roll a 20-sided die.
- (2) Subtract the die roll from the character's THACO number.
- (3) If the result is less than or equal to the monster's AC, the attack hits.

If the Attack Hits...

- (1) Roll damage.
- (2) Subtract the damage from the monster's hit points.
- (3) Monsters die when they run out of hit points.

Death

Character Hit Points

0 or below
-10 or below

Effect

Unconscious
Dead

Saving Throws

- (1) Roll a 20-sided die.
- (2) If the number is the same or larger than the saving throw number, the saving throw is successful.
- (3) Look at the spell description to see what happens if the saving throw fails.

Secret Doors

- DM rolls 1d6 for each character. On a 1, the secret door is found.
- Elves find secret doors on a 1 or 2.
- Each 20 feet of wall takes a character 10 rounds to search.
- Each character can only search a wall once.

Turning Undead

Monster	Level of the Cleric				
	1st	2nd	3rd	4th	5th
Skeleton	10	7	4	T	T
Zombie	13	10	7	4	T
Ghoul	16	13	10	7	4
Shadow	19	16	13	10	7
Wight	20	19	16	13	10

Backstabbing

- Monster must be shaped like a person.
- Thief must: Attack from behind.
Get surprise.
Use a dagger or short sword.
- Thief gets: +4 bonus on attack roll.
×2 normal damage.

Netheril's Tower

- For 1,000 gold pieces the wizard will tell the characters what a magical item is.
- The wizard will accept another magical item as payment instead of 1,000 gold pieces.

Thieves' Skills

Thieves' Skill	Level of the Thief				
	1st	2nd	3rd	4th	5th
Pick Pockets	30%	35%	40%	45%	50%
Open Locks	25%	29%	33%	37%	42%
Find/Remove Traps	20%	25%	30%	35%	40%
Move Silently	15%	21%	27%	33%	40%
Hide in Shadows	10%	15%	20%	25%	31%
Climb Walls	85%	86%	87%	88%	90%

Lathander's Temple

Temple Service	Minimum Donation
Heal hit points	100 gold pieces
Cure poison	250 gold pieces
Cure disease	250 gold pieces
Remove a curse	500 gold pieces
Raise a dead character*	1,000 gold pieces per level

* Elves cannot be raised. Being raised from the dead lowers a character's Constitution by 1 point. The temple will also accept one permanent magical item as payment.

Foxworth the Moneylender

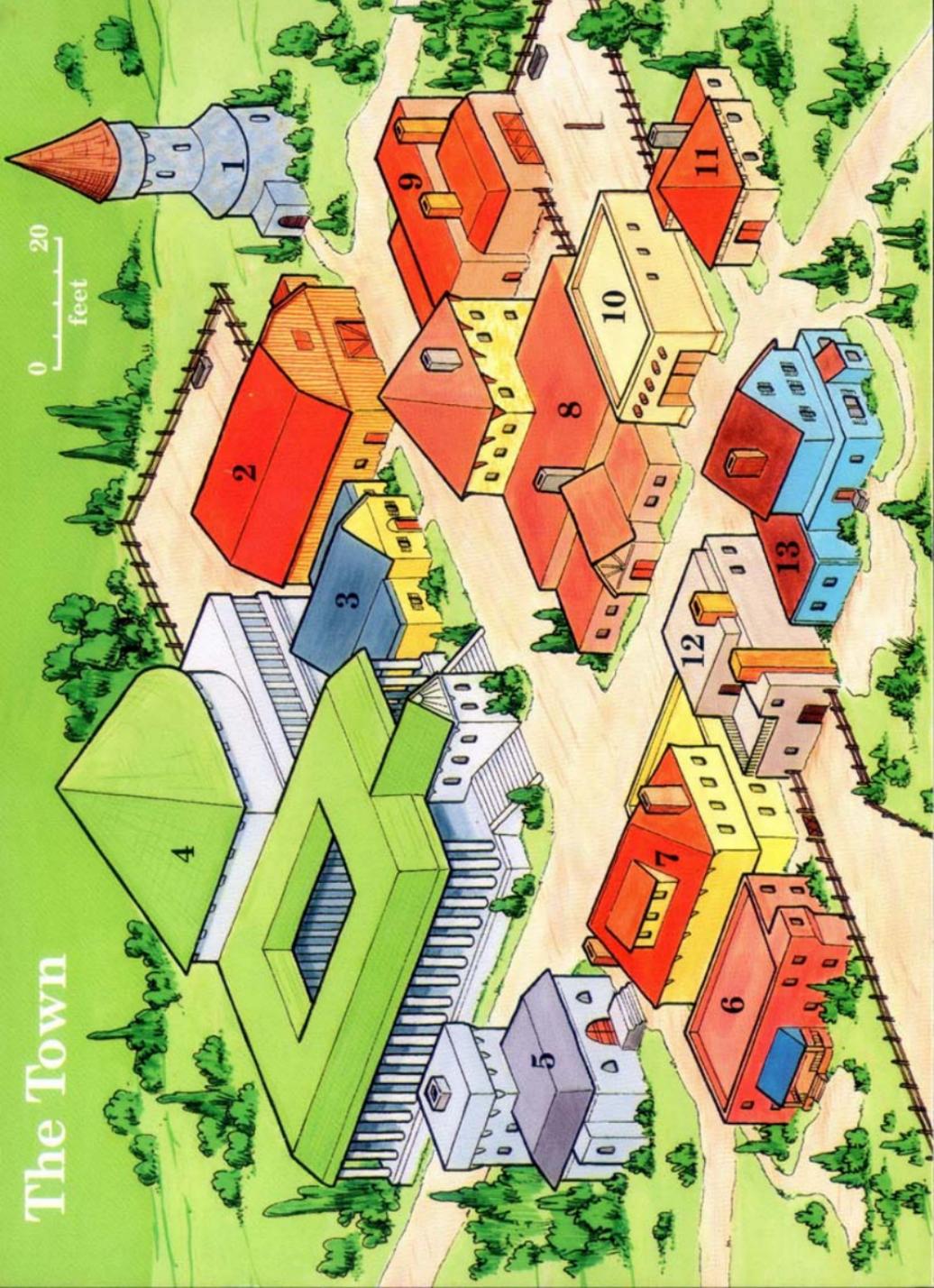
- Foxworth will make change (exchange 10 copper pieces for a silver piece, or 10 silver pieces for a gold piece, etc.).
- Foxworth will accept gems instead of coins. The DM needs to determine how much each gem is worth.

1d100	Gem	Value
01-25	Agate	10 gold pieces
26-50	Quartz	50 gold pieces
51-70	Garnet	100 gold pieces
71-90	Topaz	500 gold pieces
91-99	Emerald	1,000 gold pieces
00	Diamond	5,000 gold pieces



The Town

0 20
feet



The Town of Freedale

1. **Tower of the High Wizard Netheril:** This is where the player characters can sell magical items or get them analyzed by the wizard Netheril.
2. West Wind Stables
3. Sethel the Scribe
4. **Temple of Lathander:** This is where the player characters can get healed by Farrish the Priest.
5. Foxworth the Moneylender
6. Taran the Elflord
7. Evening Star Inn
8. **The General Store:** This is where the player characters can buy equipment from the dwarf Gart Stonenose.
9. Orebreaker, Dwarven Blacksmith
10. Fendrick's Fine Foods
11. Cordac the Leatherworker
12. The Watch Guard Barracks
13. Red Dragon Tavern

AD&D® Game Character Record Sheet

Player Name _____ Race _____

Character Name _____ Class _____

Ability Score Bonuses

Strength	<input type="text"/>	<input type="text"/>	Movement	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	Saving Throw	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>	THAC0	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	Armor Class	<input type="text"/>
Wisdom	<input type="text"/>	<input type="text"/>	Hit Points	<input type="text"/>
Charisma	<input type="text"/>	<input type="text"/>	Wounds	_____

Weapons Damage

Special Skills (Thieving Skills, Spells)

Equipment

Money

Current Level _____
Experience Points

Silverleaf Halfmoon

Character Class: **Fighter/Wizard**

Race: **Elf**

Strength	11
Dexterity	13
Constitution	10
Intelligence	15
Wisdom	9
Charisma	16
Movement	12
Saving Throw	12

THAC0

Level	THAC0	with bow
1	20	19
2	19	18
3	18	17
4	17	16
5	16	15

Damage 1d6 (quarterstaff),
1d8 (arrow)

Armor Class 10
(Robes — no armor)

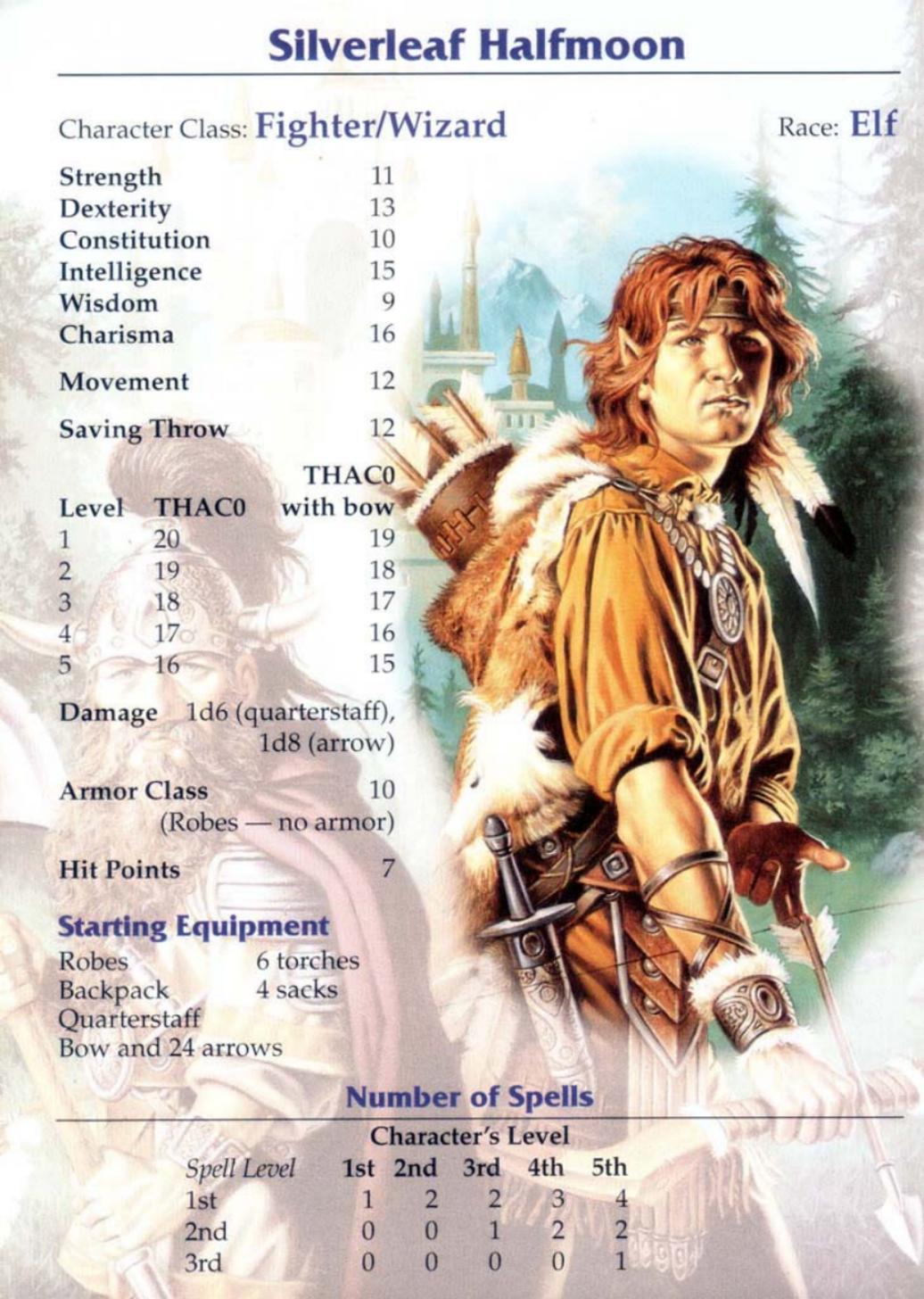
Hit Points 7

Starting Equipment

Robes 6 torches
Backpack 4 sacks
Quarterstaff
Bow and 24 arrows

Number of Spells

Spell Level	Character's Level				
	1st	2nd	3rd	4th	5th
1st	1	2	2	3	4
2nd	0	0	1	2	2
3rd	0	0	0	0	1



Elf Fighter/Wizard General Rules

One round = one minute.

Elves can see in the dark, up to 60 feet.

Elves cannot be raised from the dead.

In the woods, elves can sneak up on monsters. The monster gets a -4 penalty to its surprise roll.

Elves can find secret doors twice as easily as humans (1 or 2 on the d6 roll).

In One Round You Can...

- Move 120 feet.
- Make one attack.
- Cast one spell.
- Move 60 feet and make an attack.
- Try one unusual action.

How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THACO.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level. The number of points needed is shown on the table on the other side.

Silverleaf is a multiclass fighter/wizard. This means that he is a fighter and a wizard at the same time. While he has lots of good abilities, he gains levels very slowly. Silverleaf must divide all his experience points, giving one half to his fighter class and the other half to his wizard class.

Each Wizard Level...

- You can cast more spells.
- Add half of 1d4 to your hit points (rounding down, always getting at least 1 point).

Each Fighter Level...

- Your THACO gets better.
- Add half of 1d10 to your hit points (rounding down, always getting at least 1 point).

Limits

- No armor except elven chain mail.

Casting Spells

A table on the other side shows how many spells you can take on an adventure. The higher your level, the more spells you can take. Each day you can change your spells and get back any you have cast.

Pick your spells from the *Wizard's Spell Book*. Write them down on a separate sheet of paper. As you cast a spell, cross it off. You can take the same spell more than once so that you can cast it more than once a day.

Morganth the Mysterious

Character Class: **Wizard**

Race: **Human**

Strength 8
Dexterity 11
Constitution 10
Intelligence 17
Wisdom 12
Charisma 13
Movement 12

Saving

Level **Throw** **THAC0**
1-5 12 20

Damage 1d6 (quarterstaff),
1d4 (dagger)

Armor Class 10
(Robes — no armor)

Hit Points 4

Starting Equipment

Robes
Dagger
Quarterstaff
Paper & ink
6 torches
4 sacks
Backpack

Number of Spells

Spell	Character's Level				
	1st	2nd	3rd	4th	5th
1st	1	2	2	3	4
2nd	0	0	1	2	2
3rd	0	0	0	0	1



Wizard General Rules

One round = one minute.

In One Round You Can...

- Move 120 feet.
- Make one attack.
- Cast one spell.
- Move 60 feet and make an attack.
- Try one unusual action.

How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THAC0.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level. Every level makes your character tougher.

Experience Points	Character's Level
Under 2,500	1
Up to 5,000	2
Up to 10,000	3
Up to 20,000	4
Up to 40,000	5

Each Level...

- You can cast more spells.
- Add 1d4 to your hit points.

Limits

- Can never wear armor.
- Can only use daggers and a quarter-staff for weapons.

Casting Spells

The table on the other side shows how many spells you can take on an adventure. The higher your level, the more spells you can take. Each day you can change your spells and get back any you have cast.

Pick your spells from the *Wizard's Spell Book*. Write them down on a separate sheet of paper. As you cast a spell, cross it off. You can take the same spell more than once so that you can cast it more than once a day. For example, as a 2nd-level wizard you could pick *magic missile* twice for your daily spells.

Lordan the Pure

Character Class: **Cleric**

Race: **Human**

Strength	13
Dexterity	9
Constitution	12
Intelligence	11
Wisdom	15
Charisma	14
Movement	12

	Saving	
Level	Throw	THACO
1-3	15	20
4-6	14	18

Damage 1d6+1
(mace)

Armor Class 7
(leather armor & shield)

Hit Points 8

Starting Equipment

Leather armor 6 torches
Shield 4 sacks
Mace Backpack

Number of Spells

Spell Level	Character's Level				
	1st	2nd	3rd	4th	5th
1st	3	4	4	5	5
2nd	0	0	2	3	4
3rd	0	0	0	0	1

Experience Points

Experience Points	Character Level
Under 1,500	1
Up to 3,000	2
Up to 6,000	3
Up to 13,000	4
Up to 27,500	5



Cleric General Rules

One round = one minute.

In One Round You Can...

- Move 120 feet.
- Make one attack.
- Cast one spell.
- Move 60 feet and make an attack.
- Try one unusual action.

How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THACO.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

Each Level...

- You can cast more spells.
- You can turn undead better.
- Add 1d8 to your hit points.

Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level. The number of points needed is shown on the table on the other side.

Limits

- You can only use a club, mace, or quarterstaff for weapons.

Casting Spells

The table on the other side shows how many spells you can take on an adventure. The higher your level, the more spells you can take. Each day you can change your spells and get back any you have cast.

Pick your spells from the *Cleric's Spell Book*. Write them down on a separate sheet of paper. As you cast a spell, cross it off. You can take the same spell more than once so that you can cast it more than once a day. For example, at 1st level you could pick *cure light wounds*, *cure light wounds*, and *detect evil* for your daily spells.

Turning Undead

- Roll a 20-sided die.
- If the die roll is greater than or equal to the number on the table, the undead monster must leave. A "T" indicates the monsters are turned automatically.
- If there is more than one undead creature present, the one roll works for all of them.

	Level of the Cleric				
Monster	1st	2nd	3rd	4th	5th
Skeleton	10	7	4	T	T
Zombie	13	10	7	4	T
Ghoul	16	13	10	7	4
Shadow	19	16	13	10	7
Wight	20	19	16	13	10

Slinker

Character Class: **Thief**

Race: **Human**

Strength 11

Dexterity 15

Constitution 10

Intelligence 14

Wisdom 9

Charisma 12

Movement 12

Saving

Level Throw THAC0

1-2 15 20

3-4 15 19

5 13 18

(+4 attack bonus to backstab)

Damage 1d6 (short sword),

1d8 (arrow),

2d6 (backstab)

Armor Class 7

(leather armor)

(+1 bonus for Dexterity)

Hit Points 6

Starting

Equipment

Leather armor

Short sword

Bow and 24 arrows

6 torches

4 sacks

Backpack

Thieves' Skills

Pick pockets

Open locks

Find/remove traps

Move silently

Hide in shadows

Climb walls

Character's Level

1st

2nd

3rd

4th

5th

30%

35%

40%

45%

50%

25%

29%

33%

37%

42%

20%

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40%

15%

21%

27%

33%

40%

10%

15%

20%

25%

31%

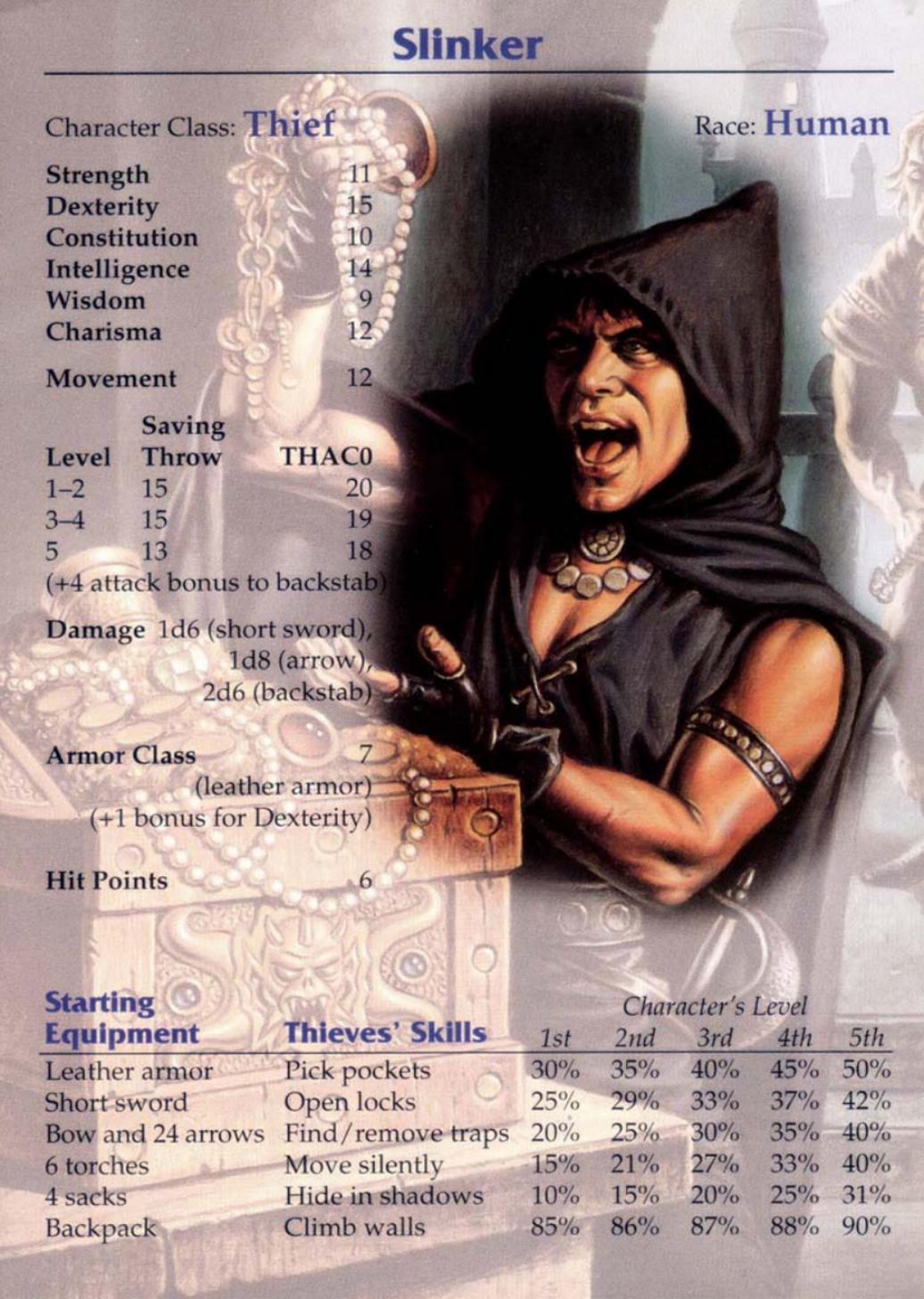
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Thief General Rules

One round = one minute.

In One Round You Can...

- Move 120 feet.
- Make one attack.
- Move 60 feet and make an attack.
- Try one unusual action.

How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THAC0.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level.

Experience Points	Character's Level
Under 1,250	1
Up to 2,500	2
Up to 5,000	3
Up to 10,000	4
Up to 20,000	5

Each Level...

- Your thieves' skills get better.
- Add 1d6 to your hit points.

Limits

- You only wear robes or leather armor.

Thieves' Skills

Pick Pockets: Taking something from a someone's pocket or backpack.

Open Locks: Picking any type of lock. Unlocking it without a key.

Find/Remove Traps: The same number is used for both actions. Thieves can search an object or small place for traps. The DM must make this roll secretly.

Once a trap is found, a thief can try to remove it. Thieves make this roll themselves. If it works, the trap is gone. If not, the trap is still there. The thief wasn't able to get rid of it, but didn't set it off either.

Move Silently: Thieves can only move 40 feet per round if they are trying to be quiet. Thieves may find out right away that they have been heard, or they may not find out until it is too late.

Hide in Shadows: When hidden, the thief cannot be seen by normal vision. The thief cannot move or attack and stay hidden.

Climb Walls: Only a thief can climb walls without a rope. All other characters must have a rope. Thieves climb at 20 feet a round.

To Backstab...

- The monster must be shaped like a person (goblins, lizard men, etc.).
- You must attack from behind.
- You must get surprise.
- You must use a dagger or short sword.

When Backstabbing You Get...

- A +4 bonus to the attack roll.
- Double normal damage.

Delvar Ironfist

Character Class: **Fighter**

Race: **Dwarf**

Strength	15
Dexterity	9
Constitution	16
Intelligence	11
Wisdom	13
Charisma	8
Movement	6

Level	Saving Throw	THAC0
1	13	20
2	13	19
3	12	18
4	12	17
5	10	16

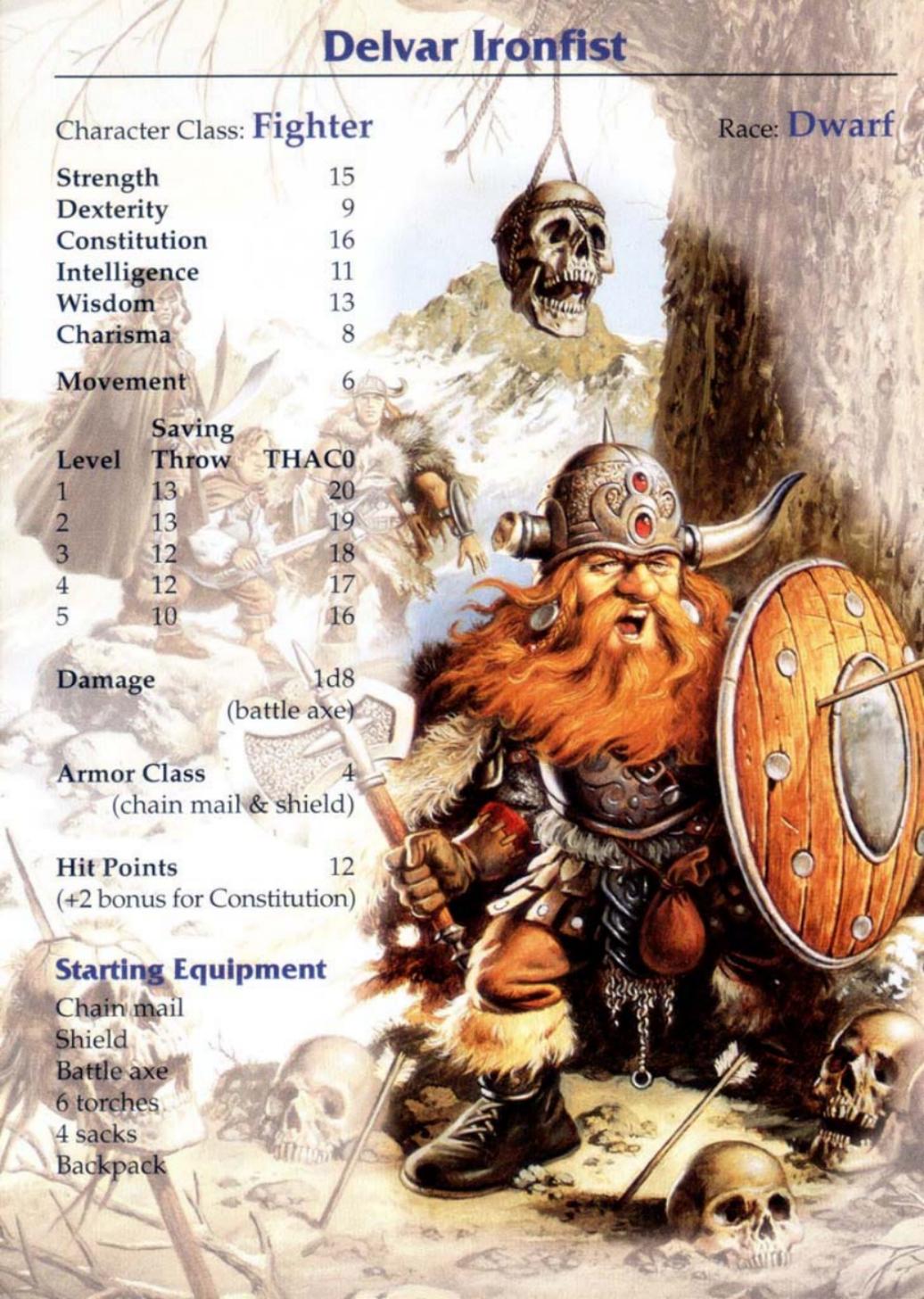
Damage 1d8
(battle axe)

Armor Class 4
(chain mail & shield)

Hit Points 12
(+2 bonus for Constitution)

Starting Equipment

Chain mail
Shield
Battle axe
6 torches
4 sacks
Backpack



Dwarf Fighter General Rules

One round = one minute.

Dwarves can see in the dark, up to 60 feet.

Dwarves have a 50% chance to find hidden stonework traps and pits.

In One Round You Can...

- Move 60 feet.
- Make one attack.
- Move 30 feet and make an attack.
- Try one unusual action.

How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THAC0.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level. Every level makes your character tougher.

Experience Points	Character's Level
Under 2,000	1
Up to 4,000	2
Up to 8,000	3
Up to 16,000	4
Up to 32,000	5

Each Level...

- Your THAC0 gets better.
- Add 1d10+2 to your hit points.

Beldar the Brave

Character Class: **Fighter**

Race: **Human**

Strength	17
Dexterity	12
Constitution	14
Intelligence	10
Wisdom	8
Charisma	11
Movement	12

Level	Saving Throw	THACO
1	17	20
2	17	19
3	16	18
4	16	17
5	14	16

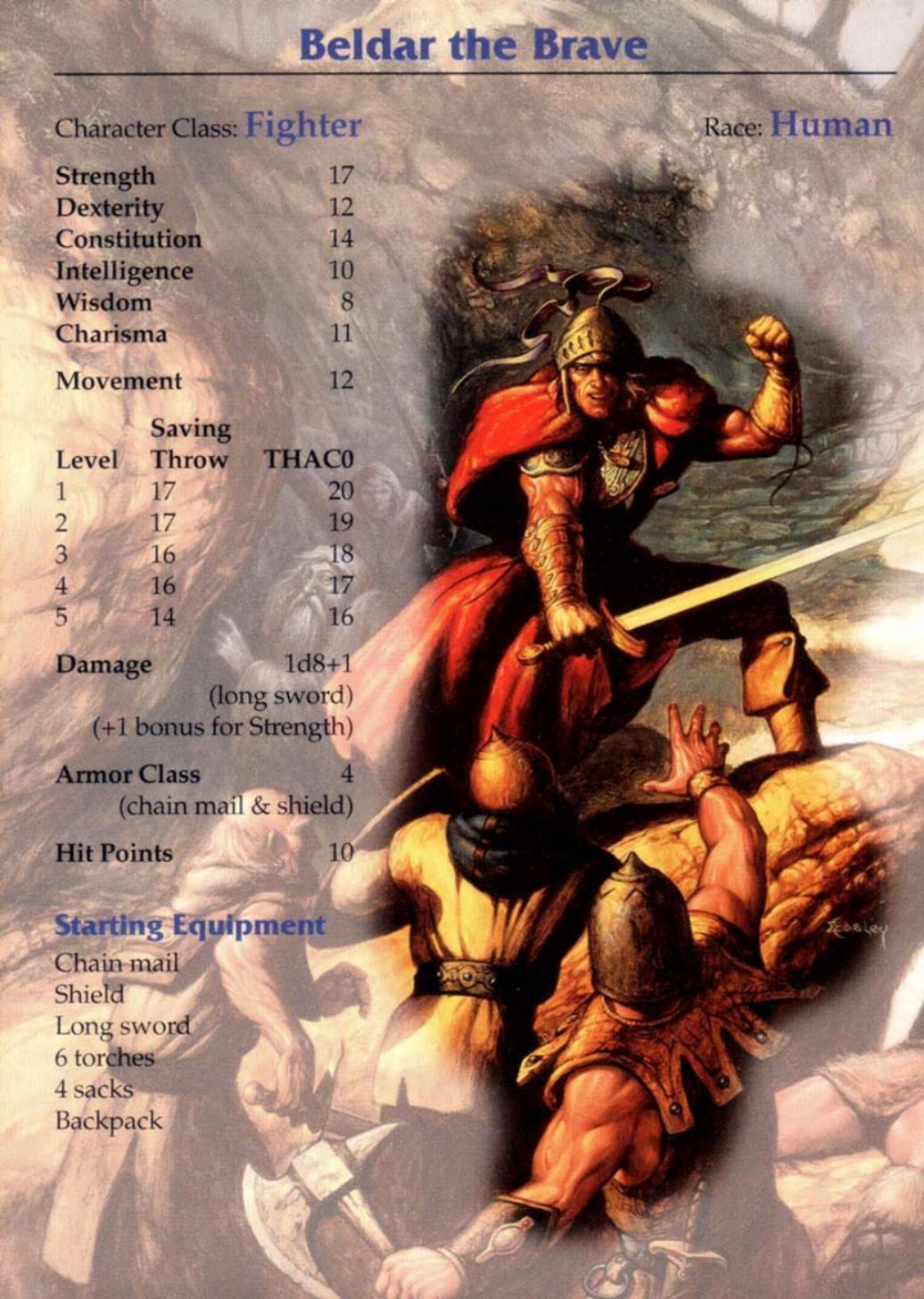
Damage 1d8+1
(long sword)
(+1 bonus for Strength)

Armor Class 4
(chain mail & shield)

Hit Points 10

Starting Equipment

Chain mail
Shield
Long sword
6 torches
4 sacks
Backpack



Fighter General Rules

One round = one minute.

In One Round You Can...

- Move 120 feet.
- Make one attack.
- Move 60 feet and make an attack.
- Try one unusual action.

How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THAC0.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

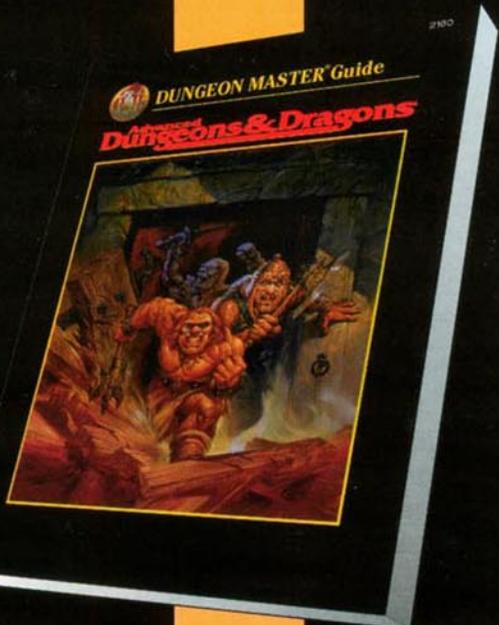
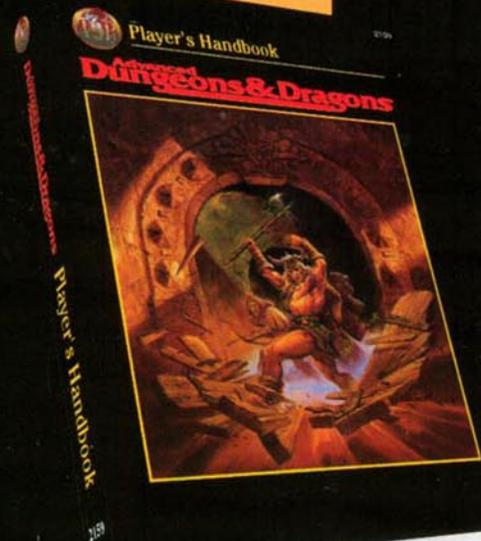
Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level. Every level makes your character tougher.

Experience Points	Character's Level
Under 2,000	1
Up to 4,000	2
Up to 8,000	3
Up to 16,000	4
Up to 32,000	5

Each Level...

- Your THAC0 gets better.
- Add 1d10 to your hit points.



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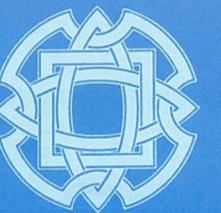


HARROW HILL
1 inch = 1 square = 10 feet



The House on Harrow Hill

1 inch = 1 square = 10 feet





72445
TOMB OF DEMARA

1 inch = 1 square = 10 feet

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The Tomb of **Damara**

1 inch = 1 square = 10 feet



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