

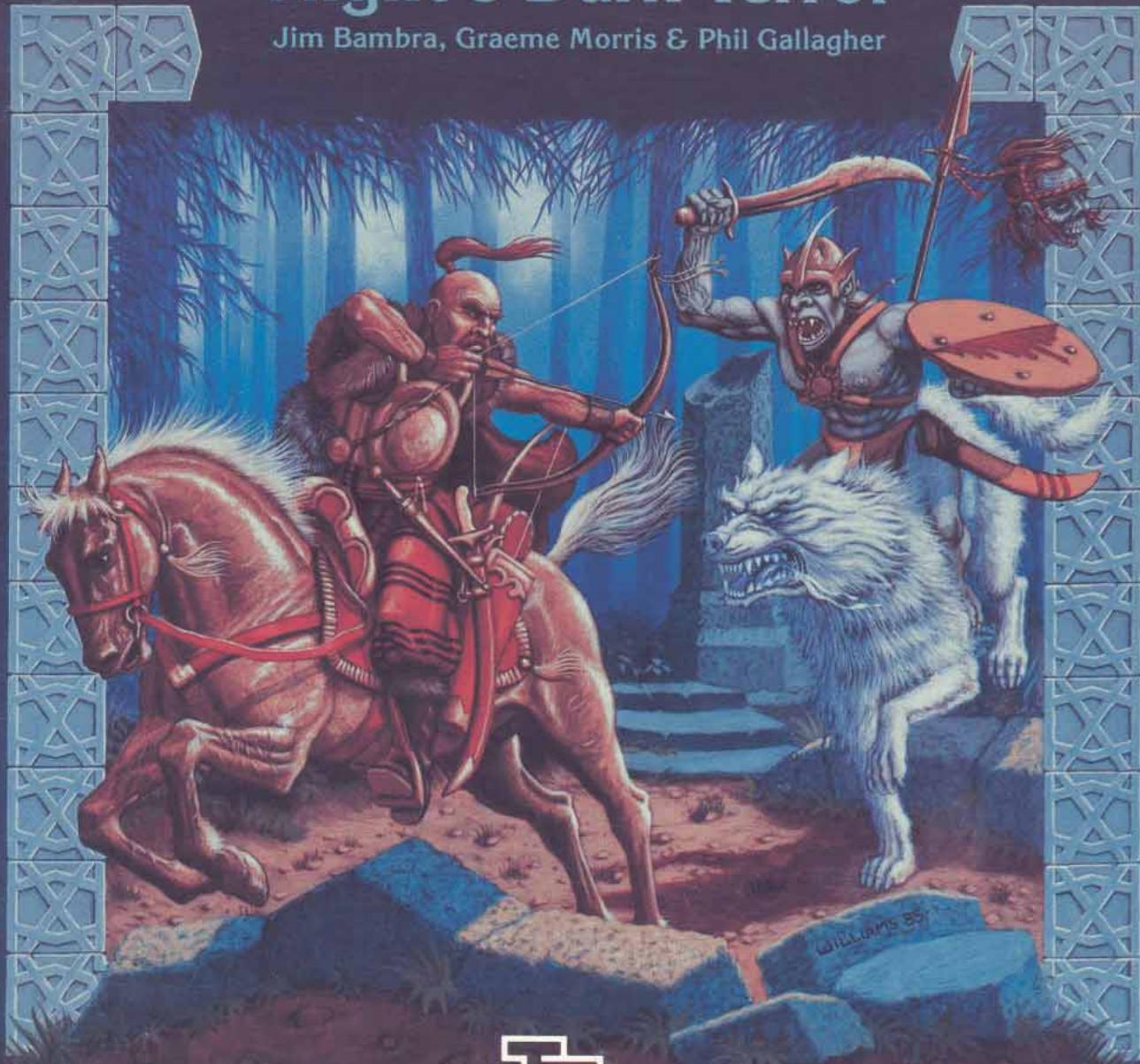


DUNGEONS & DRAGONS®

Introductory Expert Game Adventure

Night's Dark Terror

Jim Bambra, Graeme Morris & Phil Gallagher



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DUNGEONS & DRAGONS®

OFFICIAL GAME ADVENTURE

A Basic/Expert Transition Adventure from the UK, for 5-8 characters of levels 2-4



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Thanks to Luke Renouf, Don Turnbull,
Tom Kirby, Dawn Buxton, and a special
thanks to Harold Johnson for his
invaluable assistance.

Distributed to the book trade by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby industry by regional distributors. Distributed in the United Kingdom by TSR UK Ltd.

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ISBN 394-55412-4
9149

Printed in the USA

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by Jim Bambra, Graeme Morris
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NIGHT'S DARK TERROR



Welcome to *Night's Dark Terror*, the module which opens up the infinite possibilities of wilderness campaign adventuring in the **DUNGEONS & DRAGONS®** Expert Set World.

The adventure unfolds in the wild lands of the Grand Duchy of Karameikos (**Map #1** in the Expert rulebook). A river journey takes the adventurers to the besieged steading of Sukiskyn, where goblin hordes assail the walls throughout the long night. But this is only the beginning: soon the adventurers find themselves in a life-or-death struggle against the evil of the nefarious Iron Ring, a struggle which leads them ultimately to confront the ancient perils of the Lost Valley of Hutaaka.

Expert Play

You may find running this adventure different to ones you have previously Dungeon Mastered, for *Night's Dark Terror* is a campaign adventure designed to let your players' characters experience the thrill of discovering a fantasy world. There are a myriad different options open to the adventurers, and many places where they may explore, since there are no dungeon walls to restrict their movement (although rivers and mountains often have a similar effect).

If this is your first Expert adventure it is essential that you read the Expert rules first. Areas to pay special attention to are the sections on **Adventuring** (p20 & 21), the **D&D® Campaign** (p28, 38, & 39), and **Adventures in the Wilderness** (p41-43).

The structure of this module allows you to slot into Expert campaign play with the minimum of difficulty. In the opening phases, the order of events is clearly defined, but as the adventure progresses, more opportunities are provided to let you shape the exact course of the adventure. The last section, **Hutaaka — The Lost Valley** is deliberately "free-form" — a lot of the action here depends on the interaction between you and your players, but plenty of information has been provided to make this as easy and as much fun as possible.



Since the adventurers have considerable freedom of action, their choices will often determine the exact order of events. This does not usually matter, but, some encounters necessarily occur before others. For example, the adventurers must go to Sukiskyn (p9) before exploring the surrounding woods, in much the same way that a dungeon's entrance must be discovered before the passages beyond it can be explored. Similarly, some encounter areas can only be discovered after certain information has been gathered. In general, the flow of the adventure should follow the order of sections in the booklet, and where the ordering of specific encounters is important, this is made clear in the text.

Because the options open to your players are now far greater, they may occasionally do something totally unexpected. If they do, *don't panic*, simply review the information provided in the module and decide what is the likely outcome of their actions. If they insist, it may be necessary to let them deviate from the story for a while, before bringing them back into the action again.

Expanding the Wilderness

Although the process outlined in **D&D® Campaign — Designing the Wilderness** (**EX28**) has already been done for you in this module, the Expert campaign world is now yours to use and to expand.

This adventure is designed to give you a feel for the Expert world where, unlike in dungeon settings, it is impossible to detail every area. Only those areas which are directly relevant to this adventure have been fully described, while other areas are only briefly touched on. The Black Eagle Barony (**EX38**), for example, is developed no further than in the Expert Rulebook, while the homestead at Sukiskyn (p9) is fully detailed, as it plays an important part in this adventure.

When developing your own material to expand the Expert world, avoid the temptation to create too much detail. Only those areas which your player characters will explore in depth need be fully described. It is pointless designing areas that will never to be explored; a brief idea of what they are about is all that is needed.

The town of Threshold (p34 & Map T) is a good example of this. To give an idea of Threshold's atmosphere and customs, a general description is provided, including brief details of a few of the town's landmarks. These are maps and detailed descriptions of the two areas which are most important to the adventure, but most other buildings (shops, houses and so on) are left undefined, ready to be filled out as needed for later adventures.

Days and Seasons

It takes time to journey along winding forest tracks, to climb hills (see **Movement rates**, **EX21**) and to recover hit points. A calendar for the use of the players is provided on **Pull-out Sheet II**. Each day's weather can also be described to the players using the table on **Pull-out Sheet VII**. The weather table is not meant to be inflexible, however, so feel free to amend it where the flow of the action demands, as it can be very useful tool in directing the course of the adventure.

Effects of Weather

Rainfall

This can reduce both visibility and movement rates, although *showers* have no effect (other than making the Player Characters (PCs) feel uncomfortable). *Rain* reduces visibility to a maximum of 400 yards. Two consecutive days of *rain* are equivalent to a *downpour* for movement purposes. *Downpours* reduce visibility to 100 yards and slow off-road movement by 25%. Two or more days of *downpour* reduce movement by 50%. In *rain* or a *downpour* unprotected bow and crossbow strings become damp and cannot be used until dried out.

Wind

The strength of the wind affects missile weapons. In a *wind* all missile ranges are increased by one band for purposes of accuracy: short range becomes medium, medium becomes long and no long range fire is possible. In a *gale* all missile weapons are limited to short range only but are fired at -1 to hit.

Other Notes

Characters' Home Towns

If you wish to assign home towns to your PCs, it is best if these are not Kelven or Threshold, as these are part of the adventure and they should not be too familiar with them at first. When the adventure is over, Threshold in particular, is an ideal place for the characters to use as a base for further adventures.

Recovering Lost Hit Points

After adventuring in the dungeon, characters were assumed to return home and automatically heal their lost hit points before the next adventure. In this adventure this procedure is handled more realistically — the characters may halt wherever they like and attempt to rest to regain lost hit points. If they spend a *whole* day resting, conducting no energetic activity, they



regain 1 hit point per day. While resting, it is advisable to be in a relatively safe location such as Sukiskyn, (once the siege is over), in order to avoid combat (energetic activity) with any wandering monsters.

Awarding Experience Points

You should only award experience points to characters who are in a relatively safe place. Characters spending a night out in the wilderness should have to wait for their experience points until they return to Sukiskyn or arrive at Riflian or Threshold and so on. Do not award any experience points for the killing of an NPC (or monster) for whom no xp value has been given. This will only encourage the PCs to slaughter anyone they meet.

Introducing New Player Characters

During the course of the adventure, player characters may die, and players will wish to introduce new characters into the game. This should be done in a logical and creative manner. For example, new characters could arrive at Sukiskyn after having heard rumours about the goblin raids; or they could be "discovered" as prisoners held by the goblins; or they may be residents of Threshold who join the party when it arrives there. The main thing is to provide a rationale for new characters appearing when they do; having them simply "dropping in" out of the blue should be avoided.

Bargaining

Bargaining is quite common in Karameikos and rules for bargaining can be found on **Pull-out Sheet VII** along with other important tables.

Saving Throws

If you wish, the optional rules from the **Master Set** can be included in your game. These allow ability score bonuses/penalties to modify saving throws as follows:



Strength: modifies Saving Throws vs. Paralysis and Turn to Stone

Intelligence: modifies Saving Throws vs. Mind Attacks (charm, confusion, control, fear, feblemind)

Wisdom: modifies Saving Throws vs. Spells and Staves (not those above)

Dexterity: modifies Saving Throws vs. Wands and Dragon Breath

Constitution: modifies Saving Throws vs. Poison (but not Death Ray)

Charisma: no bonus to Saving Throws

Having Fun

Adventuring is, above all, about enjoying yourself, and sometimes in order to do so it is necessary to overrule some dice throws. It is your job as DM to give your players an exciting and fun time, relying entirely on the dice is not always the best way to do so — they are an aid, not a means in themselves. But be discrete — you don't want your players to get the idea that you are pulling any punches!

Pull-out Sheets

In the middle of this booklet are eight pages which should be pulled out prior to play and kept to hand during the adventure. References to the Pull-out sheets occur as PSn, where n is the number of the sheet in Roman numerals. The reference sheets on pages 9 & 10 and pages 47 & 48 can also be removed if desired.

Adventure Background

Ancient History of Karameikos

The roots of this adventure stretch back many millennia to the days when the Hutaakan Empire extended over the lands now covered by northern and eastern Karameikos.

The Hutaakans, a race of jackal-headed humanoids, took their name from Hutaaka, the valley in the Black Peak mountains where they originated. The Hutaakans were a civilised race, obsessed with cultural

and religious pursuits, but also well versed in crafts and trade. When their realm expanded from the valley of their birth out onto the lowlands, their conquest of the inhabitants was achieved through economic and cultural superiority rather than military force. Thus it was that the Hutaakans achieved dominance over a primitive human tribe, the Traldar, who were content to trade their labour for the benefits of Hutaakan culture and craft.

Even as the Hutaakans spread out onto the lowlands, the valley remained the site of their most important temple to the deity Pflarr, whom they revered above all others. As the power of the Hutaakans grew and their realm expanded, the valley of Hutaaka developed into a religious centre inhabited only by the clerics of Pflarr and the many servants and peasants whose lives were devoted to serving the temples. With their thoughts turned ever to Pflarr, the inhabitants took little or no interest in outside affairs. In time, the High Priestesses decreed that no-one could enter Hutaaka without their permission and even made efforts to conceal the route to the valley from all except the priestesses.

With the passing years, Hutaakan civilization flourished both inside and outside the valley. As it was reaching its zenith, the lowlands were invaded by gnoll hordes. Being devoted to cultural and religious pursuits, the Hutaakans were ill-prepared to meet this threat. With extinction glaring them in the face, the remnants of the race drew back into the sanctuary of Hutaaka. Although the ruins they left behind remained as mute testimony to the existence of a wealthy people, the Hutaakans had covered their tracks well and felt safe at last.

Hidden within the Lost Valley, the Hutaakans came to terms with an increasingly spartan life-style, growing ever more introverted as the years passed. However, isolation had quite a different effect on the Hutaakans' human minions, the Traldar, who had accompanied them. The harsh conditions in the valley meant that the Traldar were forced to work ever harder while receiving fewer and fewer of the benefits of Hutaakan culture in return. As the humans grew more restive, their ascetic masters were forced to treat the client race ever more callously.

Eventually, the Traldar rose up against their masters and in a bloody revolt freed themselves from slavery. Years of bitter inter-racial warfare followed, in which most of the valley's population perished, the culture of the Hutaakans was all but smashed, and the Traldar reverted to a cruel, barbaric state. Today sporadic fighting still occurs amongst the ruins of Hutaaka as the Traldar and Hutaakans continue their bitter struggle.

The Hutaakan Tapestries

When the edict was passed restricting access to Hutaaka, the High Priestess created magical tapestries which both recorded and concealed the location of the valley. By themselves, the tapestries (which were finely executed in rare silks) showed only intricate, but meaningless patterns. The "keys" to the information which the tapestries contained, were magical silver needles, each with a length of fine golden thread attached. The priestesses had only to touch a magical needle to one of the tapestries for it to weave through the cloth of its own accord, trailing the golden thread behind. When the needle stopped, the golden thread, combined with the tapestry's original threads, produced a clear map to Hutaaka. Touching the needle again would cause it to pull the thread out of the tapestry once more, leaving no trace of the map.

The tapestries were entrusted to the high clerics in the lowlands, and over the years, each one was buried with the tapestry which was her symbol of office. When they withdrew to the sanctuary of the valley, the Hutaakans realised that these tapestries might one day lead others to the valley, but they could not bring themselves to desecrate the priestesses' tombs by removing them. Instead, they put their trust in Fate and the ancient gods.

But Fate is unkind, and those that came to the land after the Hutaakans had no respect for the ancient ways. It was only a matter of time....

The Iron Ring

The Iron Ring is a secret organisation which controls the slave trade in Karameikos and beyond. However, its interests do not stop at slavery — the Ring's Masters are always interested in any scheme or operation that makes money and increases the Ring's power. From Black Eagle Barony, the Ring's Masters watch over their secret empire and plot their next moves.

One day an ancient manuscript arrived at Black Eagle Barony, one of many items taken from an elf destined to spend the rest of her life as a galley slave. The manuscript was delivered into the hands of a magic user named Golthar, one of the Ring's lesser Masters. On examining the manuscript Golthar became very interested in its tale of the ancient Hutaakan civilisation and particularly of its vast wealth. Immediately Golthar sought permission to investigate and then set off for eastern Karameikos to look for Xitaqa, the ancient Hutaakan settlement mentioned in the manuscript.



Golthar soon discovered Xitaqa (see p24 and **Map K**) and took up residence there with his hobgoblin aides. Investigations of the ruins revealed another manuscript which confirmed Golthar's suspicions — the Hutaakans had vacated Xitaqa taking their wealth with them. Eventually, in the crypt of one of the buildings, Golthar came across a sacred tapestry with a silver needle and gold thread next to it (see **The Hutaakan Tapestries**). Golthar realised that this was the clue he sought to the Hutaakans' whereabouts. Eagerly he touched the needle to the tapestry and watched in fascination as it wove through the cloth, but Golthar had no time to watch the full scene unfold. The crypt was home to a pair of gelatinous cubes and they were closing fast. **Golthar grabbed the tapestry and fled but, as he did so, the ancient fibres crumbled in his hands.** All that remained to him were the magical silver needle and its golden thread. His only hope lay in the possibility that other tapestries might exist, tapestries from which his needle and thread could produce the map he craved.

Further explorations of Hutaakan ruins and tombs proved both dangerous and fruitless, but then a captured traveller revealed that a golden tapestry was hung in one of the settlements or homesteads east of Kelven. But which one? The captive could not tell him.

By now Golthar was in no position to make polite enquiries, for his superiors were demanding results. Golthar saw an opportunity both to pacify his masters and also to continue his search for the Hutaakans' wealth. At once he sent out his hobgoblin lieutenants to rally the goblin tribes of the Dymrak forest and lead them against the settlements. No settlement was to be spared — the tapestry was to be found without delay! Those homesteaders who were not killed were to be captured and taken as slaves to Black Eagle Barony.

Getting Started

The module is designed for a group of PCs with about 5000 xps each, at the start. The adventure begins in Kelven, a riverside town within the Duchy of Karameikos. Here they meet Stephan (see **PSIV**) who offers them a job. Stephan is acting on behalf of his brother Pyotr who owns Sukiskyn, a prosperous homestead in the Dymrak forest to the east (give the players the information on **Pull-out Sheets I & II**). Pyotr's clan make their living by catching and breaking wild horses from the nearby moors and recently had the good fortune to capture a small herd of pure white horses. These will soon be ready for sale at Rifllian, where it is hoped that the Callarii elves there will pay a high price for them, as the white horse is the symbol of their tribe

(**PSVI**). Pyotr needs a few guards to ensure that the horses arrive safely at Rifllian, Stephan offers 100gp per character, but he has Pyotr's permission to be bargained up to 160gp.

Stephan will arrange passage for the party on the riverboat of a trader named Kalanos when the boat makes its first trip of the spring up to the forest lumber-camps. Kalanos will leave in a week's time, on Moldain the 7th of Thaumont and will be able to take the adventurers to Misha's Ferry which is within a day's march of Sukiskyn.

After finishing his arrangements with the party, Stephan will leave Kelven, promising to meet the party in one week's time at Sukiskyn. Stephan has no idea that the goblin reign of terror is about to begin.

Horses

If the characters have only played the **D&D® Basic** rules prior to this adventure, they will probably not have any horses, and it is preferable that they do not have any when the adventure begins. It is easy enough to provide a rationale: it could be that there are simply no horses available in Kelven or, if the party already has horses, they could be stolen, or else Kalanos might not have any room for them on his boat.

Unless you intend to run a short adventure in Kelven, tell your players that the week passes quickly and without incident. Move them straight into the adventure without any unnecessary delay.

Abbreviations

Monster/NPC Statistics are presented in the following order:

Number; Name; Class and level (NPCs only); Armour class (**AC**); Hit dice (**HD** - monsters only); Hit points (**hp** — numbers in brackets are normal hit point values for wounded creatures); Movement rates (**MV**); Number and type of attacks (#**AT**); Damage (**D**); Save as (**Save**); Morale (**ML**); Alignment (**AL**); Experience point value (**xp**) — if no xps are listed for a creature or monster, then none should be awarded if the party kills it; Roll needed to hit armour class zero (**THAC0** — see below); Weapon range (if applicable) (**R** - Short/Medium/Long); Sourcebook and page number.

General

Character Classes

C - cleric; **F** - fighter; **MU** - magic user; **T** - Thief; **D** - dwarf; **E** - elf; **H** - halfling; **NM** - normal man.



Alignments

L - lawful; **N** - neutral; **C** - chaotic.

Abilities

S - strength; **I** - intelligence; **W** - wisdom; **D** - dexterity; **C** - constitution; **Ch** - charisma.

Rulebook References (and page no.)

BP - *D&D® Basic Players Manual*; **BD** - *Basic Dungeon Masters Rulebook*; **EX** - *Expert Rulebook*; **MD** - *Master DM's Book*.

THAC0 = *To Hit Armour Class Zero*. This is the roll on 1d20 needed by a creature to hit an opponent with AC 0. In most cases, the roll needed to hit other armour classes = **THAC0 minus AC**.





SIEGE AT SUKISKYN

This section takes the adventurers from the city of Kelven to the besieged homestead at Sukiskyn, and deals with the adventure during and after the siege, up to the point where news arrives that Pyott's brother Stephan has been abducted by the goblins.

Leaving Civilisation Behind (Map K)

As arranged (see **Getting Started** - p5), Kalanos and his river boat are waiting for the party on the wharf at Kelven on the morning of the 7th of Thaumont (see **The Passing Days** - PSI, and **Weather** - PSVII). Kalanos' boat has a crew of nine (including eight rowers) but, unknown to him, one of the rowers (whom he hired only a few days ago) is a Reaver of the Iron Ring (see PSIV), with orders to help the Iron Ring squad stationed upriver (see below). The Reaver is indistinguishable from the other rowers.

At first, the river is flanked by rolling downs on both sides, but a few miles upriver from Kelven the forest closes in on the southern bank. The river is narrower here, and faster-flowing, but the boat makes good progress:

Suddenly, there is a thud and the boat lurches to a halt, momentarily throwing you off-balance.

The riverboat, which is about 80 feet from the wooded right bank, has struck a chain stretched across the river. The chain was put there by a squad of Iron Ring warriors (see below), ordered to prevent anyone (especially adventurers) venturing to the east of Kelven. The Iron Ring squad consists of a Reaver (fighter) and 16 Hounds (7 armed with bows and 9 with daggers). They were hiding in the woods on the right bank, and automatically gain surprise when the Reaver and bowmen begin the attack by breaking cover and firing arrows at the boat.

In the second round of the attack, the crew (including Kalanos) hide in the bottom of

the boat safe from the arrows. At the same time, the Hounds armed with daggers dive into the river and start to swim towards the boat, while the bowmen continue to fire arrows. When they reach the boat, it takes the boarders 1 round to clamber in, during which they cannot make an attack. At this moment, however, the Reaver disguised as a crewman makes his move, attacking the defenders and backstabbing if possible.

Note: The boat gives complete cover against missiles for anyone hidden below the gunwales and +2 protection for those who show themselves (e.g. to cast spells or fire arrows). The water gives +1 protection to swimming characters (see BP60).

On the bank:

1 Reaver of the Iron Ring (fighter): AC 4 (chain mail & shield); F2; hp 14; MV 90' (30'); #AT 1 sword or 1 arrow (short bow); D 1d8+1 (inc. S bonus) or 1d6; Save F2; ML 10; AL N; xp 25; THACO 18 (inc. S bonus); PSIV.

8 Hounds of the Iron Ring (bowmen): AC 7 (leather armour); HD 1+1; hp 6 each; MV 120' (40'); #AT 1 arrow (short bow); D 1d6; Save F1; ML 12; AL N; xp 19 each; THACO 18 - R 50/100/150; PSIV.

12 Hounds of the Iron Ring (boarders): AC 9; HD 1+1; hp 6 each; MV 120' (40'), 60' (20') swimming; #AT 1 dagger; D 1d4; Save F1; ML 12; AL N; xp 19 each; THACO 16 (inc. ferocity bonus); PSIV.

On the boat:

Kalanos - boatman: AC 7; F5; hp 22; MV 90' (30'); #AT 1 dagger; D 1d4; Save F5; ML 12; AL L; THACO 17.

Appearance: Male, age 40, short, with black receding hair.

Clothing: Heavy brown robe over leather armour, 2 gold arm bands (value 60gp each).

7 ordinary crewmen: AC 9; NM; hp 3 each; MV 120' (40'); #AT Nil; Save NM; ML 7; AL N.

1 Reaver of the Iron Ring (thief): AC 6; T4; (inc. D bonus); hp 12; MV 120' (40'); #AT 1 dagger +1 (concealed); D 1d4+1 (double for backstab); Save T4; ML 10; AL N; xp 125; THACO 19 (15 for backstab); PSIV.

This is the adventurers' first encounter with the forces of the Iron Ring. If they search the bodies, they will find the characteristic marks of the Iron Ring (brands and manacle scars - see PSIV) but these mean nothing to Kalanos or the crew. None of the Hounds of the Iron Ring has any treasure, and the impostor rower has only 3gp. The Reaver on the bank has 30gp in mixed coins.

W1. Misha's Ferry (Map K)

Misha's ferry stands at the point where a trade route crosses the Volaga river. It is the first place upriver from Kelven where the river can be crossed, and the adventurers can complete the journey to Sukiskyn on foot from here. Kalanos continues upstream to the Ilyakana lumber camp (see W4 - p15).

Being in the general area of Golthar's search, Misha was attacked the previous night by Vlack's vampire bats (see event WE5 - p14) and fell into the river where she drowned. Her pet cave bear was wounded and fled into the forest.

By late-afternoon the boat reaches the jetty at Misha's ferry. As the crew help you off with your baggage, Kalanos calls out to Misha, but has no reply.

"Don't worry," he says, "Misha often goes off hunting with that flea-bitten old bear of hers. She'll be back before night and won't mind you making yourselves at home. Good luck!" Kalanos gives the order "Cast off!", the boat pulls away from the jetty, and continues upriver.

The door of the cabin is unlocked. Inside, nothing seems to have been disturbed and there are no signs that anything is amiss. The only things of value in the cabin are 45gp worth of mixed coins in a jar on a shelf.

Shortly after the party arrives, the bear returns. Wounded and angry, it charges



towards anyone it sees and attacks them. If the adventurers take refuge in the cabin and do not attack the bear, it will claw at the doors and windows for a while before wandering off. It will not return. Feeding the bear will not pacify it.

1 cave bear: AC 5; HD 7; hp 30; MV 120' (40'); #AT 2 claws/1 bite + hug (if both claws hit); D 2-8/2-8/2-12 + 2-16; Save F4; ML 11; AL N; xp 450; THAC0 13; BD26.

Journey to Sukiskyn

Night falls about an hour after the party arrives at Misha's Ferry. The party should be encouraged (by the howling of wolves, if necessary) to stay in the cabin overnight. If the adventurers venture out during darkness, they will be attacked by **2-5 wolves** (see **Optional Encounters - PSVIII**) and will lose their way, ending up back at the cabin after 2 hours. The next day is fine and sunny.

The homestead at Sukiskyn is next on the list for the combined goblin war parties commanded by Golthar's lieutenant Vlack, but they will wait until sunset before attacking (see **Welcome to Sukiskyn** below), and you should arrange for the party to arrive a little after this. It is about 18 miles from Misha's Ferry to Sukiskyn and this journey should take a full day for most parties. If, however, your party has a very fast movement rate then point out that the track meanders a great deal, increasing the actual distance travelled. For slow parties, of course, you can describe the path as easy to travel and very straight.

Flames at Dusk

Full descriptions of the homestead of **Sukiskyn and its occupants** are given on p11, **PSIII**, and **Plan S**). Use the counters provided, to run the siege on **Plan S**.

By the time the party arrives, the homestead is under attack by the combined war-parties of the Red-blade (Gnhasska) and Wolfskull (Kloss-lunk) goblin tribes (see below and **Non-Human Tribes and Clans - PSVI**), and the barn (area 3) is ablaze. A third tribe, the Vipers (Jaggadash), who were supposed to storm the southern side of the homestead in the confusion, have stampeded the horses out of the pens and left, taking the horses with them. The other tribes are furious about this.

The homesteaders are in a fairly strong defensive position, but took some casualties in attempting to save their horses. The blacksmith Novannes and his son-in-law Hakos were cut down by sheer weight of numbers, but managed to kill three of the Viper goblins before they fell.

The following descriptions assume that the party approaches the homestead from the west along the track which leads to the bridge. If this is not the case, you should amend them accordingly, remembering that the adventurers may be well be massacred if they remain in the open, and that the homestead is quite obviously the only defendable position available.

Welcome to Sukiskyn!

When the adventurers are about 500 yards from the homestead, they catch wind of the battle:

It is past sunset. A twilight hush has settled over the forest, and there is no movement amongst the shadowy trees on either side of the trail. The world seems at peace, perhaps a little *too* quiet.

Then the silence is broken. A faint cry drifts on the evening breeze which also brings a whiff of woodsmoke. Ahead, you catch a glimpse of flames rising beyond the trees. The sounds grow louder; shouts of men mingle with harsh, guttural warcries and the clash of battle, while all the time the flames grow higher, bathing the forest in a pink glow.

Ambush!

The forest ends on the bank of a fast-flowing river spanned by a wooden bridge which leads to the gate of a palisaded homestead. The buildings are mostly intact, but are lit by flames leaping from a barn to the left of the bridge.

In a clearing on the far side of the burning barn, you can see the attackers — goblins, or possibly orcs — and from your right, beyond the main part of the homestead, come the cries of frightened horses.

As the adventurers approach the edge of the trees, a squad of **eight Wolfskull (Kloss-lunk) goblins** (in their distinctive wolf-skin cloaks) ambushes them from the undergrowth, gaining surprise on a roll of 1-4 on 1d6. In the first round, the goblins throw their spears. After that, they use axes. When the fight with the goblins is nearly over, the adventurers will see another group of **seven Wolfskull goblins mounted on dire wolves**, heading towards them, attempting to cut them off from the homestead:



"Look out!" cries a man's voice from the gatehouse across the bridge, and, through the smoke, you see a squad of goblins mounted on huge wolves charging wildly along the riverbank towards you. "Quick, before they cut you off!", the voice continues, and the gate starts to swing open. There is not a moment to lose.

If the adventurers hesitate for more than 2 rounds, the mounted goblins will catch them before they reach the homestead. If they head straight for the gate, however, they can get through it ahead of the goblins:

As you hurry through the gateway into the smoke-filled yard beyond, spears, hurled by the mounted goblins, thud into the timbers behind you. To your surprise, the gate is held open by a young woman, who quickly shuts and bars it once you are all through.

For a moment you are safe, but the flames from the nearby barn are already starting to spread to the wooden tower above the gate, and beyond the barn, a group of scarlet-clad goblins has broken through the palisade and is rushing towards you. Some fall to missiles fired from the main building, but the rest press on regardless. Unmoved, the woman waits until a man wearing leather armour makes his way down the ladder from the smoke-filled tower. Then the couple make a dash for the main buildings, calling on you to follow.

The woman is Alfana and the man Taras. There are **five Red-blade (Gnhasska) goblins** heading for the party from the breach in the palisade. Three others have already been killed, and three of the survivors are wounded (2 hit points). They ignore Alfana and concentrate their attacks on characters wearing metal armour.



The Long Night

Once the party reaches the main building and the door is shut behind them, any surviving Red-blade in the yard fall to the defenders' arrows and slingshots.

There is then a lull in the attack as the goblins withdraw and wait for the barn, the gatehouse and the northern part of the palisade to burn down. This will take about 3 turns. During this time, Pyotr hastily greets the adventurers and jokes grimly about the warmth of their welcome. He then explains their predicament:

- there are two clans of goblins attacking the homestead: the Red-blade (or Gnasska), and the Wolfskull (or Kloss-lunk), who ride wolves
- there was a third clan, the Vipers (or Jaggadash), but these have run off with the horses from the pens, after killing two of the clan (Novannes and Hakos)
- although the barn, the gatehouse and the northern stretch of palisade are on fire, the main building and stables are intact
- with the party's help, the defenders have a good chance of holding out until dawn, when daylight will force the goblins back into the woods
- with so many goblins hidden in the woods it would be suicidal to leave the homestead before dawn
- this is only one of several goblin attacks on human homesteads in recent weeks.

The Night

The night is cloudless, and the moonlight enables the defenders to see any attackers in the open. The shadows hide any creatures in the woods, however. The various areas of open ground which may be seen from different parts of the homestead are listed in the homestead description (see **Description of Sukiskyn** - opposite).

Characters inside the buildings are completely shielded from missile attacks. The arrow-slits, windows and battlements give varying degrees of cover as indicated on **Plan S**.

Except when attacking the homestead, the goblins and other besiegers remain hidden in the woods around the clearing. The defenders will be aware of their presence, however, since the goblins chant and beat drums through most of the night, and the characters will catch fleeting glimpses of glowing red eyes amongst the trees. The goblins will also light numerous small fires so as to give an exaggerated impression of their numbers and conceal the true positions of their main forces.

The Defenders

It is up to you to control the actions of the non-player characters, but Pyotr will go along with any useful suggestions which the adventurers make. If the players are making a bad job of defending the homestead, you should use Pyotr as a source of suggestions and advice. The homestead has a good supply of spears, bows, slings, arrows and slingstones in the tower armoury (area 10 - p9).

When Taras, Alfana and the adventurers reach the main building, Pyotr, Darya, Matvey, Masha (weeping pitifully), her baby and Stellios are in the hall (area 4), and Kuzma and Irina are in their tower room (area 11). The bodies of Novannes and Hakos are in the stable block (area 16).

If the adventurers leave the homestead, they will be attacked by one or other of the war parties (depending on which side of the river they are on - see **The Attackers** - p10). While the adventurers are in the open, the goblins will hurl 3d6 missiles per round at them. If the adventurers enter the woods, they will be attacked by the full war party.

Siege Events

Events SE1 and SE2 may be used at any time and as often as you wish. The remaining events should preferably be used at the times given:

SE1. Ominous Silence

On several occasions, the goblins attempt to frighten the defenders by interrupting the drumming and chanting with a period of ominous silence.

SE2. Snipers

At various times (DM's discretion), groups of **1d4+2 Red-blade goblins** sneak to the edge of the woods and fire slingstones at the windows and battlements. The goblins are well concealed by the darkness and the undergrowth and have a -4 armour class bonus (**BP60**) against missiles fired from the homestead. The goblin snipers will retreat back into the woods after 1d6+8 rounds or if two or more of their number are killed.

SE3. Foray

About 3 hours before midnight, the drumming and chanting stop, and two **Wolfskull goblin bodyguards** mounted on dire wolves, lead another 10 **Wolfskull goblins** (on foot) in a charge across the bridge, over the remains of the gatehouse and across the northern yard to attack the northern door into the kitchen. At the same time, eight **Red-blade goblins** rush across the northern clearing, take cover in the ruins of the barn (-2 AC bonus, **BP60**) and give covering fire with slings.

The Wolfskull hack at the door with axes. Up to two goblins can hack at once. They hit automatically, although the DM should roll for initiative as usual to see whether the defenders manage to fire at the goblins first each round. The door will break down if it suffers 30 or more points of damage and the Wolfskull goblins will pour in, followed by the Red-blade. The dire wolves will not enter the building.

If, at any point, either group fails a morale check, or more than half of its number are killed, it will retreat back to the woods.

TABLE 1 - COMBAT ABILITIES SUMMARY FOR PYOTR'S CLAN

Name	AC	Melee Weapon			Missile Weapon			Range
		Type	Damage	THAC0	Type	Damage	THAC0	
Pyotr	3	sword+1	1d8+3	14	arrow (+1)	1d6 (+1)	17 (16)	70/140/210
Darya	6	dagger	1d4	19	arrow	1d6	18	50/100/150
Taras	5	b. axe	1d8+1	18	arrow	1d6	18	50/100/150
Alfana	9	dagger	1d4-1	20	—	—	—	—
Irina	6	—	—	—	sling	1d4	18	40/80/160
Matvey	9	—	—	—	—	—	—	—
Kuzma	9	—	—	—	—	—	—	—
Masha	9	—	—	—	—	—	—	—
Stellios	9	—	—	—	sling	1d4	20	40/80/160



Description of Sukiskyn

Construction

Sukiskyn stands in a clearing on a bend in the Syreb River - see Map K & Plan S. With the exception of the tower, and the ground floors of the kitchen and the forge, the homestead is built entirely of oak, including the roof shingles (tiles). It was built with defence in mind:

- the buildings are joined by 8-foot-high log palisades
- the entrances to the homestead have heavy oaken gates, and there is a gatehouse overlooking the bridge
- there are no ground-floor windows
- the stone-built tower, intended as a refuge in case of emergency, has battlements and a good store of weapons and provisions
- all doors are of oak (require 30 points of damage to smash them). The exterior doors can be barred on the inside, while the internal ones can be barred from either side. Note: a door, barricaded from behind requires an extra 5-15 points (DM's decision) to smash it open.

Sukiskyn as a Home

Unlike a murky dungeon or a dismal ruin, for example, Sukiskyn is home to a community of individuals leading relatively normal lives; doing chores, talking, playing, eating, relaxing and so on. Try to make the place seem real to the players by involving the party in the life of the homestead.

Privacy.

Even though the adventurers are guests, they cannot expect to have a completely free run of the homestead (except during time of emergency, e.g. the siege). The rooms are coded according to how private they are:

- †**: Communal — adventurers are free to come here as they wish.
- ††**: Semi-private — adventurers might be asked why they were here, but there would be no adverse reaction unless they were acting suspiciously.
- †††**: Private room — the inhabitants would object (politely at first) if adventurers were found here uninvited. Suspicious actions here would cause an angry reaction.

Details of the Homestead

The following descriptions list the uses of the rooms and their main contents. It is up to you to decide what other minor items of furniture, tools, domestic utensils, per-

sonal items and so on are present. The outdoor areas (see Plan S) overseen from each room are also listed.

1-3. Barn, Bridge & Gatehouse

Although the bridge (1) survives the siege, the gatehouse (2 - a small wooden tower over the gate) and barn (3) are burnt down.

4-8 Main House

4. Hall †

Used at mealtimes, and the heart of life in the homestead. If the adventurers stay at Sukiskyn, they will be expected to sleep here (straw mattresses will be provided). The hall has a gallery at upper floor level from which it is possible to look out of the windows.

Contents: long table, benches, Pyotr's large chair, and (on the wall) a stuffed eagle and a wolf's head, an old hunting horn, and two tapestries. One shows wild, running horses, and the other has a geometric pattern (this is the tapestry of the Hutaakans - see **The Hutaakan Tapestries**, p4).

Overlooks: N & S Yards, Pens, E Clearing.

5. Side Room †

This dark room is used for brewing, salting meat, washing clothes and storing food and drink. Stellios sleeps here.

Contents: brewing, salting and washing tubs; salted meat (hanging from the ceiling); casks of ale; casks and sacks of food; oil lamps; oil; Stellios' bed.

6. Kitchen †

A warm room with a large hearth and adjacent bread-oven. The women often gather here.

Contents: Table, stools, pots, pans, utensils, food, herbs, spices, Darya's pewter dinner service (used for special occasions only).

7. Taras' and Alfana's Room †††

Contents: bed, table, chairs, two chests of clothes, Taras' collection of 15 ornate daggers and 10 antique pole-arms (on the wall).

Overlooks: N Yard.

8. Pyotr's and Darya's Room †††

Contents: bed, table, chairs, mirror and portrait of Pyotr's father (on wall), two chests of clothes. Hidden in a locked secret compartment by the hearth is the clan treasure: a solid, iron-bound chest containing a sack of 2500gp. The base of the chest is cunningly trapped (-10% chance of detecting) — if the sack is lifted, a poison dart flies up (THAC0 10; D 1-4; save vs. Poison or die).

Overlooks: N & S Yards, W River.

9-12. Stone Tower

The only entrance to the tower is from the upper floor of the hall.

9. Store ††

Contents: emergency supplies of food and drink, plus all sorts of other items which the family have half forgotten, including **one elven boot** (this is useless on its own, the other one is in the Dark Web (Nyyakk) Orcs' Lair - area W12(m), p19).

10. Armoury ††

Contents: 2 short bows, 2 longbows, a battle axe, 2 small shields, a long sword, a rusty mace, a dwarf-sized suit of plate armour, a broken crossbow, 3 slings, 16 spears, 120 arrows, 200 slingstones.

Overlooks: N Yard, N, & E Clearing.

11. Kuzma's and Irina's Room †††

The cleric Kuzma spends long hours here teaching her grand-daughter Irina. The room smells of incense and old books.

Contents: 2 small beds, 2 desks, chairs, a lectern, shelves of books and scrolls, a chest of clothes, a rack of 8 bottles: 4 of herbal horse medicine (have no effect on man nor horse), 2 vials of holy water, and 2 potions of healing.

Overlooks: N Yard, N, & E Clearing.

12. Battlements †

Overlook: N Yard, N, E & S Clearings.

13-16. Stable-Block

13. Forge †

Novannes worked here, shoeing horses, repairing tools and so on.

Contents: hearth, fuel, anvil, tools, rods of iron, horseshoes, nails.

14. Tack Room ††

Contents: saddles, harnesses, ropes, straw, oats, items for tending and grooming horses, an old tent.

15. Hakos' and Masha's Room †††

Contents: bed, cot, chest of clothes, table, mirror, baby's toys, balalaika (a stringed musical instrument) hanging on the wall.

Overlooks: W River, S Yard, Pens.

16. Novannes' Room †††

Contents: bed, desk, comfy leather chair, chest of clothes, a very intricate wrought-iron candlestick, a small painting of Novannes' wife, a stuffed goblin's head (on the wall).

Overlooks: W & S River, S Yard.

17. Stables †

11 riding horses: AC 7; HD 2; hp 11 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; THAC0 18; EX51. Each is the personal property of one of the clan.



The Attackers

Two goblin clans, the Wolfskull (Kloss-lunk) and the Red-blade (Gnhasska - see below) swarm around the homestead, commanded and observed from the rear by Golthar's hobgoblin lieutenant, Vlack.

The actions of the attackers are described in the sections **Ambush!** (page 7), and **Siege Events** (page 8). The totals given below are the numbers present when the party first arrives. Any attackers killed during the night should be deducted from these.

Vlack's Retinue

Vlack (a hobgoblin "king"), his ice wolf, hobgoblin bodyguards and giant vampire bats, are in the woods east of the homestead with the Red-blade (Gnhasska). The statistics of these creatures are given on p14 (event WE5). During the siege they will stay hidden from the characters and will avoid any encounter with the party.

The Wolfskull are distinguishable by their wolf-skin robes. They are in the woods to the *west* and *south* of the river. Kloss, his bodyguards, and nine other goblins are mounted on dire wolves:

Kloss (goblin king): AC 6; HD 3; hp 15; MV 90' (30'); #AT 1 battle axe; D 1d8+1; Save F3; ML 10; AL C; xp 35; THACO 17; BD31.

Treasure: ebony wolf's-head medallion with jade eyes (value - 175gp); 48gp.

3 goblin bodyguards: AC 6; HD 2; hp 9 each; MV 90' (30'); #AT 1 battle axe or 1 spear; D 1d8 or 1d6; Save F2; ML 10; AL C; xp 20; THACO 18; BD31.

Treasure: each goblin bodyguard has 2d20gp worth of coins and other objects.

25 goblins: AC 6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1 hand axe or 1 spear; D 1d6; Save NM; ML 8 (10 with leader); AL C; xp 5 each; THACO 19; BD31.

Treasure: each ordinary goblin has coins and other trinkets worth 1d6gp.

13 dire wolves: AC 6; HD 4+1; hp 16 each; MV 150' (50'); #AT 1 bite; D 2d4; Save F2; ML 8; AL N; xp 125 each; THACO 15; BD39.

The Red-blade are easily distinguishable since their clothing, armour (and even some of their weapons) are all in various shades of red. They are positioned in the woods to the *north* and *east* of the homestead.

Gnhass (goblin king): AC 6; HD 3; hp 15; MV 90' (30'); #AT 1 battle axe +1; D 1d8+1; Save F3; ML 9; AL C; xp 35; THACO 17; BD31.

Treasure: 35gp, two bloodstone earrings (value - 100gp each), and a **battle axe +1**. The value of this item will not be apparent thanks to several coats of red paint!

4 goblin bodyguards: AC 6; HD 2; hp 9 each; MV 90' (30'); #AT 1 sword or 1 sling stone; D 1d8 or 1d4; Save F2; ML 9; AL C; xp 20 each; THACO 18; BD31.

Treasure: each has 2d20gp worth of coins and other objects.

43 goblins: AC 6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1 short sword or 1 sling stone; D 1d6 or 1d4; Save NM; ML 7 (9 with leader); AL C; xp 5 each; THACO 19; BD31.

Treasure: each ordinary goblin has coins and other trinkets worth 1d6gp.



SE4. Decoy

Around midnight, the defenders hear what sounds like a woman's screams coming from the woods east of the clearing and catch a glimpse of a human-sized figure in a yellow dress being dragged through the woods by goblins.

This is a trick, intended to lure the defenders from the homestead. The figure is actually a hobgoblin in a stolen dress, and the voice that of a female goblin warrior. The screams, mixed with incoherent cries for help, continue for 2 turns.

Pyotr knows the goblins too well to fall for the trick, but Darya will be very upset, sobbing that her friend Katarina (a woman from the Cherkass homestead — see W6) has a yellow dress. If the player characters venture from the homestead, you should treat this encounter as if they were breaking out (see *The Night*, p8).

SE5. Aerial Attack

About 2 hours after midnight, Vlack unleashes five of his giant vampire bats against the defenders. If possible, the bats attack any characters and/or non-player characters in the open air (e.g. on the tower battlements or in one of the yards). Otherwise, the bats squeeze in through any windows and fly around inside the building looking for victims. Any character bitten by a bat must make a saving throw vs. Paralysis or fall unconscious for 1d10 rounds.

5 giant vampire bats: AC 6; HD 2*; hp 7 each; MV 180' (60') flying; #AT 1 bite; D 1-4 + paralysis; Save F1; ML 8; AL N; xp 25 each; THAC0 18; BD25.

Just Before Dawn

Just before dawn, the Wolfskull goblins give up the attack in disgust, and leave to pursue the Viper (Jaggadash) goblins (see *Recovering the Horses*, below). The defenders cannot see them depart, but all the goblin drums go silent.

Infuriated by the Wolfskull's cowardice and shamed by the goblin's failure to take the homestead, the Red-blades' king, Gnass, determines to lead his remaining troops on a final attack against the hall.

The defenders gain some inkling of this attack when the goblins gather together in the woods beyond the eastern clearing and join in a death-chant (quite different to the previous chanting).

After chanting for 2 rounds, the goblins charge the homestead across the eastern

clearing. While Gnass and two of the **Red-blade bodyguards** leap over the burnt remains of the northern palisade and try to hack through the hall's northern door, the other two bodyguards lead an assault by the remaining Red-blades on the eastern wall of the hall with ladders.

Gnass and his bodyguards hack at the door with their swords. Up to two goblins can hack at once, and they can hit it automatically. Unless they are killed in the yard, the enraged goblins will break through the door once they have inflicted 30 or more points of damage on it. They will then rush into the hall and fight to the death (no morale check).

The other goblins have five crude ladders, with which they intend to climb in through the windows on the upper storey of the hall. Two goblins per round can climb each ladder, but can make no attack that round and lose initiative on the next. Characters can topple a ladder if they make a successful Hit roll vs. AC 6 with their bare hands (Strength bonuses apply). Any goblins on a toppled ladder suffer 1d6 points of damage from the fall.

The goblins attacking the eastern wall of the hall will retreat if they fail a morale check, or if half their number are killed. If Gnass is killed, any surviving Red-blade goblins will flee and scatter into the woods. During the attack, Vlack and his retinue slip away from their observation point unnoticed. The adventurers will encounter them in event WE5 (p14).

The Day After

As dawn breaks over the homestead of Sukiskyn, it reveals the carnage caused by the battles of the previous night. In addition to any attackers killed after the party's arrival, there are four dead Red-blades in the northern clearing and three dead Viper goblins in the pens. If the adventurers search the bodies they will easily recognise members of the three different clans (see *Non-Human Tribes and Clans - PSVI*).

The goblins have stripped any bodies in the woods or on the west bank of the river, but have abandoned the rest.

Reading the Signs

Searching the woods around the homestead reveals ample evidence of the goblins' presence in the form of camp fires, stripped goblin bodies, chewed animal bones, fruit rinds and other rubbish. There are numerous footprints of goblins and dire wolves and the party may notice (30% chance) some larger, hobgoblin prints. Amongst



the rubbish is a silver amulet in the shape of a ruined tower (value - 50gp) — the symbol of the Yellow-fang (Faz-plak) goblins (**PSVI**). This was dropped by one of Vlack's bodyguards.

The trail of Vlack's retinue cannot be found and, although the tracks of the scattered Red-blade tribe lead off in many directions, the party cannot follow them very far. The trail left by the Vipers and the stolen horses is very clear, however, and leads east (see *Tracking the Horse-thieves*, p12).

Captives

If the adventurers took any captives during the night, they may be able to gain information from them (see *Sources of Information* - p13).

Recovering the Horses (W2-W3)

Unknown to the homesteaders, the Viper goblins headed towards a bandit camp (W3), leading the 41 stolen horses. On the way, they were overtaken and attacked by a group of Wolfskull riding dire wolves (see W2), but some still managed to reach the bandits and sold the surviving horses to them.

With the horses gone, the homesteaders are very downhearted, and it seems at first that the party have had a wasted journey from Kelven. Taras is not easily discouraged, however, and, after a brief discussion with Pyotr, tries to persuade the party to accompany him in pursuit of the Viper goblins, using the following arguments:

- with so many horses, the goblins will be easy to track
- the goblins cannot ride horses, and so Taras and the adventurers will easily be able to catch up with them on the homesteaders' mounts
- the Vipers are known as a cowardly mob and have even less taste for a fight during the day
- Pyotr will give a reward of 20gp for each horse recovered.



Pyotr is keen to recover the horses, but is afraid of another goblin attack and instructs Taras to hurry back. The adventurers will be allowed to borrow riding horses from the stables (area 17, p9), but will be asked to take very great care of them since each is the personal property of one of the clan.

If the adventurers refuse to go with Taras, then Gregor and the other refugees from Ilyakana should arrive now rather than after the party's return (see **Bad Tidings** - below). Gregor and his men will go with Taras and return before night on the following day.

Tracking the Horse-Thieves

The trail of the Viper goblins (see **Reading the Signs** - p11) is easy to follow. The goblins soon left the forest, but kept in the shadow of the trees (see **Map K**). The prints of the horses are clearly visible, and the party can make out some goblin footprints. They may even notice (20% chance) prints left by the pursuing dire wolves, but the adventurers will not be able to tell how many there were.

W2. Scene of Battle (no map)

At this point, the Viper tracks veer off suddenly into the forest. About 200 yards into the trees, the party find the scene of the battle between the goblin clans:

It seems you were not the only ones out to catch the horse-thieves, for in the muddy clearing before you the goblins have been attacked and massacred. The stripped and bloody bodies of a score of goblins lie mixed with the torn carcasses of horses, and the obese corpse of a tall goblin hangs by his feet from a tree. But even now, the goblins have no peace. Six large beetles are feasting on the remains. Without a moment's hesitation, they scuttle towards you... It looks as if they prefer live meat to dead!

The Vipers were attacked by the Wolfskulls about midday, and were soon overwhelmed, but some managed to flee with 24 of the horses. Content with their revenge, the Wolfskulls left for home after about an hour, and a pack of scavenging oil beetles arrived.

6 oil beetles: AC 4; HD 2*; hp 8 each; MV 120' (40'); #AT 1 bite + oil squirt; D 1d6 + blisters (-2 to hit for 24 hours); Save F1; ML 8; AL N; xp 25 each; THACO 18; BD26.

The beetles will reach the party after 1 round. When the fighting begins, a female Viper goblin who hid in a tree during the battle and stayed there when the beetles arrived, attempts to flee into the woods. If the party captures and questions her, she will describe the course of the battle willingly, and may even give them other information (see **Sources of Information** - p13).

Viper goblin: AC 6; HD 1-1; hp 3; MV 90' (30'); #AT 1 war hammer or 1 thrown dagger; D 1d6 or 1d4; Save NM; ML 6; AL C; xp 5; THACO 19; BD31 (and PSVI).

The dead comprise 22 Viper goblins (identified by their distinctive cheek tattoos), three Wolfskulls and one dire wolf — all have been stripped of any weapons or valuables. Only 17 of the original 41 horses were killed, however, and clear tracks of the others can be seen heading south east. The tracks of the Wolfskulls (leading south west) cannot be followed very far before they peter out.

W3. Bandit Camp (no map)

The Viper goblins' trail leads into the woods. After a few miles it meets and follows an overgrown trackway which leads to the bandits' camp. Fyodorll and her four bandit henchmen live in three old, covered wagons which were abandoned here years ago, and have a rough corral for horses. Before they come within sight of the camp, the adventurers see a sign (in Elvish and Common) nailed to a tree. It reads "Miss L. Fyodorll — Equine Entrepreneur — Dealer in Fine Horses."

Fyodorll - Bandit Leader: AC 1; E4; hp 17; MV 120' (40'); #AT 1 sword or 1 arrow; D 1d8 or 1d6; Save E4; ML 9; AL N; xp 175; THACO 17 or 14 - R 70/140/210.

Abilities: S9, I15, W10, D18, C11, Ch16

Clothing: Blue robe over chain mail +1, a ring (value - 210gp).

Gear: sword, longbow, arrows, scroll with floating disc (x2), 25pp (in a belt pouch).

Spells:

1st level - sleep, ventriloquism

2nd level - ESP, levitate

Appearance: Elven female, age 120, tall, fair; has a surprisingly deep voice.

4 bandits: AC 6 (leather armour and Dex.); T3; hp 7 each; MV 120' (40'); #AT 1 sword; D 1d6 (or 2d6 - backstab); Save T3; ML 8; AL C; xp 35 each; THACO 19 (or 15 - backstab); BD25.

Fyodorll is a businesswoman as well as a bandit, and would prefer to trade than to fight. If the party approaches and questions her, she will say that she bought 24 riding horses from some goblins a short while ago, and had no idea that they were stolen. She offers to sell the horses to the party for 50gp each — "The same as I paid the goblins" (she actually paid 15gp each!). Taras will refuse point-blank to pay for the horses.

If the party refuses to deal, Fyodorll waits until the characters are just about to leave. She will cunningly use her ventriloquism spell to distract the party by making a noise amongst the trees, then she and her henchmen will attack (backstabbing if possible).

In the wagons are blankets, some clothes, supplies of food, and Fyodorll's spellbook. The book contains detect magic, light, sleep, ventriloquism, ESP, knock and levitate. The bandits each carry 75gp worth of coins and other items.

The corral holds the 24 white riding from Sukiskyn, plus 10 others (eight riding horses and two war horses). Since the adventurers are currently riding borrowed horses, Taras will encourage them to choose mounts for themselves from these extra horses:

32 riding horses: AC 7; HD 2; 10 each; MV 240' (80'); #AT 2 hooves; D 1-4/1-4; Save F1; ML 7; AL N; THACO 18; EX51.

2 war horses: AC 7; HD 3; hp 15 each; MV 120' (40'); #AT 2 hooves; D 1-6/1-6; Save F2; ML 9; AL N; THACO 17; EX51.

Bad Tidings

By the time the party returns to Sukiskyn, Gregor and three other men from the lumber-camp at Ilyakana (see **Map K** and area W4) have arrived, bringing news of a goblin attack on the camp the night before the attack on Sukiskyn (the **Refugees from Ilyakana** are described on **PSIV**):

- the goblins (from the Wolfskull and Red-blade clans) attacked at dusk, setting fire to the palisade and overrunning the camp
- Gregor and his companions escaped, and they say Kalanos managed to hide, but everyone else (including the crew of Kalanos' boat) was killed or captured
- Pyotr's brother Stephan (see **Getting Started** - p5 and **PSIV**) was one of those taken prisoner.

SOUTH OF THE RIVER



In this part of the adventure, the adventurers can explore the wilderness east of Sukiskyn (Map K) in search of Pyotr's brother Stephan and his Wolfskull (Kloss-lunk) captors. Although the order of events and encounters is influenced by you as DM, the party have considerable freedom of action.

Shaping the Adventure

In this section of the module, four different elements are drawn together to create the adventure:

(i) **Fixed Encounters** (W4-W15 - pp15-20). These are the most important part of the section. There is no set order in which they need take place and, since they have fixed locations, it is up to you when to allow the adventurers to discover the clues and information which will eventually lead the party to them (see **Sources of Information** below).

The final piece of information which the party should acquire in this section is the location of the Wolfskull (Kloss-lunk) Lair where Stephan was taken (W16). The events there open the way to the latter parts of the adventure and so it is important that the adventurers do not learn the location of the Wolfskull lair until the possibilities of this section have been exhausted.

(ii) **Wilderness Events** (WE1-WE5 - p14). These may be added to the adventure in any order although you should decide which event to use where, before starting play.

(iii) **Optional Encounters** (PSVIII). These may be added to the adventure either at random or as desired.

(iv) **Weather** (PSVII). This provides a realistic backdrop for the adventure.

Sources of Information

There are many possible sources of information which could lead the party to the various fixed encounters:





Pyotr's Clan: the inhabitants of Sukiskyn have excellent knowledge of the area and its legends.

Other Friendly NPCs: these may be met during both fixed and optional encounters and may have varying types of information.

Captives: goblins, orcs etc. can be interrogated (make sure characters stay within alignment!).

Written Sources: you can create maps, cryptic diagrams or coded messages (on parchment, in old books, scratched on walls, doors, etc.).

Visible Signs: Some encounters may be visible from a distance or have tracks leading to them.

In particular, the following sources may lead to specific encounters:

Settlements (W4-8): Ilyakana (W4), Sielo (W5), Cherkass (W6), Hokol (W7) and Segenyev (W8) are well known to Pyotr's clan. The refugees (PSIV) draw attention to Ilyakana, and the smoke from Segenyev (see W8) is conspicuous.

Goblin Lairs (W9-10): The Red-blade and Viper goblin lairs (W9 and W10) are known to any goblins. The Wolfskull lair is special (see above).

Other Encounters (W11-15): The Lake of Lost Dreams (W11) is known to the gold miners (W12), and conversely the elves at the lake know where the mine is. Pyotr's clan know roughly where the elves live, and the party may meet elves as an optional encounter. The Tombs on the Ridge (W13-W15) are conspicuously visible, and are known to Pyotr, Taras and the gold miners.

A Muted Feast

On the evening after the party's return from the raid to recapture the horses (p12), Pyotr holds a feast to welcome the guests properly and to celebrate the defeat of the goblins. Although the homesteaders' are saddened by the news of Stephan's disappearance, they do their best to entertain: Masha sings, Kuzma tells stories, Alfana

and Taras dance, Gregor tells jokes, and the characters are encouraged to join in. Pyotr proudly shows off the clan treasures hanging around the hall (area 4 - p9), including the tapestry. He knows nothing of the tapestry's origins.

During the evening, Pyotr becomes more and more gloomy. Eventually, he overcomes the embarrassment he feels at imposing on his guests and asks the adventurers outright if they will seek out and free his brother from the Wolfskull (Klosslunk) goblin tribe.

Pyotr offers a half-share in the proceeds of selling the white horses in return for freeing Stephan. He will supply provisions from Sukiskyn's stores, lend the party any non-magical equipment owned by the clan, and offer the use of the homestead as a base of operations. Providing horses for the party should not be a problem, since additional mounts will have been gained from the bandit camp (area W3 - p12).

If they accept, the party's main problem is that no-one at Sukiskyn knows where the Wolfskull lair is. In order to get the search underway, therefore, it is up to you as DM to determine how much, and what, information the party can gain from the homesteaders, the Ilyakana refugees and any goblin captives they may have (see above).

Wilderness Events

Except for the fact that they are designed for use during this section only, these events may be used in a similar way to optional encounters (i.e. at random, or as desired by the DM). Except for WE4 **Horses' Friend** (which cannot take place in the forest) the events can happen at any convenient location.

WE1. Lucky Find

The adventurers find the bodies of a human and a goblin — each killed by the other's sword! Grazing nearby is a pack-mule. The human was a trapper (with leather armour, a short sword, longbow, arrows and 38gp) and the goblin was a lone Red-blade goblin (with a short sword and 23gp). The hunter's mule is unharmed (hp 10 - see BD34). Its pack contains pelts (bear, beaver, etc. - total value 350gp), a one-man tent, a bed-roll, dried food, a cloak, 40 arrows, 50 feet of rope and a potion of healing (BD43).

WE2. Lost Item

While travelling, a character notices that a valuable item (DM's choice) has been lost

from a pack or saddle-bag. For each hour (up to 6 hours) spent backtracking (at half normal speed) there is a 20% chance that the item will be found. You should not have the character lose a vital item, since it is possible that it will not be found.

WE3. Lame Horse

A character's horse catches a foot in a rabbit hole, losing a shoe and injuring its leg. The injury can be healed by 2-4 days rest or a cure light wounds spell. Until then, the horse moves at $\frac{1}{4}$ normal movement rate. Even if the injury is healed, the horse's daily movement is reduced to $\frac{1}{3}$ normal until the shoe is replaced by a blacksmith (e.g. Yuri at Sukiskyn).

WE4. Horses' Friend (Not in the forest)

The adventurers see a superb black stallion and three other horses, grazing a few hundred yards away. The stallion is actually Loshad, a chevall (see New Monsters, p54 & PSIV) in horse form, checking on the welfare of the PCs' horses. If chased or attacked, Loshad and the horses flee.

If the characters' horses tell Loshad (using their whinnying tongue) that they have been maltreated in any way, the chevall will secretly follow the party until nightfall. Then, in centaur form and invisible, he will attempt to free those horses which complained (avoiding combat if possible). If forced to flee, Loshad will take on stallion form. Even if Loshad fails to free any maltreated horses, he will command them not to co-operate. Although they can still be led, these horses become too wild to ride. Only Alfana (at Sukiskyn) can make them rideable again.

WE5. Vlack's Retinue

Fearing to attack Sukiskyn again, and having pillaged all other human settlements in the area, Vlack decides to report back to his master Golthar. On the way, his path crosses that of the party. The first contact is between the party and the giant vampire bats which Vlack uses as scouts:

5 giant vampire bats: AC 6; HD 2*; hp 7 each; MV 180' (60') flying; #AT 1 bite; D 1-4 + paralysis; Save Fl; ML 8; AL N; xp 25 each; THAC0 18; BD25.

The bats attack the adventurers on sight. Vlack (mounted on his ice wolf) and his hobgoblin bodyguards reach the party 4 rounds after the bats. If reduced to 7 or fewer hit points, Vlack tries to flee on his ice wolf. If he escapes, the party will encounter him (and the wolf) in the ruins of Xiqata (area X7 - p26).



Vlack (hobgoblin king): AC 3 (chain mail +2); HD 5; hp 22; MV 90' (30'), 150' (50') mounted; #AT 1 2-handed sword +1; D 1d10+3; Save F5; ML 10; AL C; xp 175; THACO 14; **BD31** (and **PSVI**).

1 ice wolf: AC 4; HD 4+1**; hp 23; MV 150' (50'); #AT 1 bite or 1 breath; D 1d10 or 4d4; Save F5; ML 10; AL C; xp 275; THACO 15; New Monster.

4 Bloodhead (Vlackkag) hobgoblins: AC 6; HD 1+1 hp 6 each; MV 90' (30'); #AT 1 sword; D 1d8; Save F1; ML 10 (8 without Vlack); AL C; xp 15 each; THACO 18; **BD31** (and **PSVI**).

Vlack has 35gp, a pouch containing 3 gems (value - 75gp each), and a garnet in the hilt of his two-handed sword +1 is worth 500gp. The hobgoblins each have 2d10gp, but the ice wolf has no treasure.

FIXED ENCOUNTERS

Scenes of Destruction

W4. Ilyakana (No detail map)

The Ilyakana lumber camp was attacked by goblins on the night of 7th Thaumont (the day before Sukiskyn, while the adventurers rested at Misha's ferry - p6). They killed most of the people there, sank Kalanos' riverboat, and looted everything of value.

Gregor and three others escaped to Sukiskyn (see p12), but Kalanos (who had hidden in a tree) witnessed the whole massacre. The sight affected his mind, and he will now fly into a kind of berserk rage at the sight of any armed creature.

When the characters arrive, they see Kalanos wandering amid the scattered goblin and human corpses. He has armed himself, but appears otherwise unchanged. When he sees them, however, he rushes off into the woods, screaming and striking trees with his axe. Kalanos is easy to follow, but shoots arrows at any pursuers, and fights maniacally if cornered.

If the adventurers ignore him, he follows them when they leave the camp, appearing occasionally to shout and fire arrows at them. If he is captured alive, his madness can be cured by rest (Pyotr's folk would look after him).

Kalanos - berserk boatman: AC 7; F5; hp 22; MV 90' (30'); #AT 1 battle-axe or 1 arrow (longbow); D 1d8 or 1d6; Save F5; ML 12; AL N; THACO 15 - R 70/140/210; **BD27**.

Abilities: S10, I12 (insane), W8, D11, C8, Ch10. **Bonuses:** +4 vs. mind-affecting spells (insanity), +2 to hit (berserk rage).

Clothing: Leather armour, 2 gold arm bands (value - 60gp each).

Gear: longbow and 20 arrows; battle-axe.

W5. Sielo (No detail map)

Sielo was another lumber camp on the bank of the Volaga river. It was attacked and destroyed by the Wolfskull and Viper goblins on 6th Thaumont — two days before Sukiskyn.

W6-W8. Ruined Homesteads (No map)

The homesteads at **Cherkass (W6)** and **Hokol (W7)** were attacked and destroyed by goblins before the siege of Sukiskyn (on 4th and 5th Thaumont respectively).

Segeneyev (W8) was overrun by the Wolfskulls on the night after the Sukiskyn attack. Throughout the following day (10th Thaumont), smoke from the burning ruins is visible up to 9 miles away (3 hexes).

Goblin Lairs

W9. Red-blade Lair (Map W9)

With their leader killed (see **Just Before Dawn** - p11), and fearing attacks from other clans, the disorganised remnants of the Red-blade (*Gnhasska*) clan abandoned their lair.

Apart from the areas described below, the lair is deserted and contains only rubbish. The entrance is at the foot of a wooded slope. All the tunnels and chambers are 10 feet high.

Rats!

At some time (DM's discretion) while the adventurers are in the lair, they are attacked by a pack of giant rats:

12 giant rats: AC 7; HD ½; hp 2 each; MV 120' (40'); #AT 1 bite; D 1-3 + disease (a roll of 1 on 1d20 makes affected characters ill for 1 week); Save NM; ML 8; AL N; xp 5; THACO 19; **BD36**.

W9a. Guardroom

A small flock of stirges has moved in here. They only attack if the party enters:

A large wooden door, daubed with a crude painting of a bloodied sword, stands slightly ajar. From the darkness beyond comes the unmistakable smell of goblins, but no missiles or challenging cries greet you from the shadows. Just for a moment, you hear an echoing sound like the rustle of a leather robe, then silence.

6 stirges: AC 7; HD 1*; hp 5 each; MV 30' (10'), 180' (60') flying; #AT 1; D 1-3 (automatic after 1st hit); Save F2; ML 9; AL N; xp 13 each; THACO 17 (first attack, otherwise 19); **BD38**.



W9b. Strongroom

A solid-looking, iron-bound oak door bars the way. The wood around the lock-plate on the right-hand side has been hacked somewhat, but with little apparent effect.

The door is locked but not trapped. The lock is crude, and thieves have a 10% greater than usual chance of picking it. It would take the adventurers 3 turns to hack through the door. Gnhass's key was lost after his death, and the surviving goblins tried only half-heartedly to hack open the door.

Inside the strongroom are Gnhass's "guard-dogs" (giant shrews) which attack when the door is opened. If the shrews are warned of the party's presence (e.g. if the door is hacked open), they gain surprise on a roll of 1-4 on 1d6.

6 giant shrews: AC 4; HD 1*; hp 4 each; MV 180' (60'); #AT 2 bites; D 1-6/1-6; Save F1; ML 12; AL N; xp 13 each; THACO 19; **BD36**.

The room contains:

- a large, ornate tapestry of a red dragon (value - 120gp).
- five tall, stoppered terracotta jars of sour red wine.
- a large "ruby" on a cushion (apparent value 1000gp - but see below).
- a chest of yew wood bound with copper bands. The chest is locked (normal chance of picking) and trapped (+10% chance of removing). If the trap is triggered or if the chest is moved or forced open, the glass "ruby" (see above) explodes, inflicting 2d6 points of damage on anyone within 10 feet. Characters making a successful saving throw vs. Dragon Breath at +2 take half damage, but anyone holding or carrying the gem has no saving throw.

The chest holds:

550gp, a leather pouch with 3 gems (value - 200gp and 2x75gp), a golden amulet (value - 300gp) and a potion of diminution (**BD43**).



W10. Viper Lair (Map W10)

After their defeat by the Wolfskulls (see area W2 - p14), the Viper (Jaggadash) goblin clan fled to their lair, led by one of the dead king's bodyguards. They have barricaded themselves in and have prepared an escape route (area d). The tunnels and corridors are 10 feet high.

W10a. Entrance

The wooden door is closed and barred from the inside. A brightly-painted, wooden carving of a snake (the clan symbol) which once stood outside the entrance now lies behind the door.

W10b. Barricade

The tunnel ahead is blocked by a barricade of rocks and rubbish as high as a man. A head appears above the barricade and a dagger flies towards you but falls short. There is a brief argument in the goblin tongue, then an expectant hush.

Seven Viper goblins man the barricade which gives them an armour class bonus of -3 against missiles (BP60). If four goblins are killed, or if they fail a morale check before this, the survivors retreat to area c.

The goblins each have two daggers for throwing, a war hammer and 1d4gp in mixed coins.

7 Viper (Jaggadash) goblins: AC 6 (or 3); HD 1-1; hp 3 each; MV 90' (30'); #AT 1 war hammer or 1 thrown dagger; D 1d6 or 1d4; Save NM; ML 6; AL C; xp 5 each; THACO 19; BD31 (and PSVI).

W10c. "Last Stand"

The goblin leader, nine ordinary goblins and any which escaped from the barricade are waiting here for the party and have a +2 bonus on their initiative roll in the first round. The ordinary goblins attack by throwing daggers, and the leader throws a snake!

The chamber before you, lit by the red glow of two smoking braziers, seems full of snakes! At the far end is a group of goblins who fling a salvo of daggers, while a larger goblin in their midst swings a snake around his head by its tail. Suddenly, the goblin lets go, and the serpent flies through the air towards you!

Most of the snakes in the chamber are either stuffed specimens or crude wooden carvings. However, the goblin leader has three live snakes which he can throw (one per round) at the player characters. Each snake should be treated as a thrown weapon (range 20/40/60) using the goblin leader's chance to hit.

- If it hits, the snake automatically coils around its victim and inflicts 1d8 points of constricting damage per round until it is killed.
- If the snake misses its target, it lands on the ground amid the party and attacks in subsequent rounds in the normal way.

If half the goblins are overcome or if they fail a morale check before this, the survivors try to flee down the escape tunnel (d) and scatter into the woods. The ordinary goblins each have 1d4gp. The leader has 55gp, and an ornate, snakeskin belt inlaid with gold and studded with small gems (total value - 500gp).

1 Viper (Jaggadash) goblin leader: AC 6; HD 2; hp 11; MV 90' (30'); #AT 1 war hammer or 1 thrown dagger; D 1d6 or 1d4; Save F2; ML 6; AL C; xp 20; THACO 18; BD31 (and PSVI).

9 Viper (Jaggadash) goblins: AC 6; HD 1-1; hp 3 each; MV 90' (30'); #AT 1 war hammer or 1 thrown dagger; D 1d6 or 1d4; Save NM; ML 6; AL C; xp 5 each; THACO 19; BD31 (and PSVI).

3 small rock pythons: AC 6; HD 3*; hp 11; MV 90' (30'); #AT 1 bite/1 squeeze; D 1d2/1d8; Save F2; ML 8; AL N; xp 50; THACO 17; BD37.

Hidden inside one of the larger carved snakes are three gems (value - 100gp each) and a small pearl on a fine gold chain (value - 275gp). There is also a small casket (locked but not trapped) which contains 50pp and 3 potions (strength, animal control, and clairvoyance).

W10d. Escape Tunnel

About half-way down the escape tunnel is a crude pit-trap which the goblins know and avoid. Normally, characters have a 50% chance of noticing the trap (70% for dwarves), but characters hurrying down the tunnel have a -30% penalty. Any character falling into the pit suffers 1d8 points of damage.

Other Encounters

W11. Lake of Lost Dreams (Map W11)

When they reach this mist-shrouded lake, the adventurers meet a group of five elves gazing moodily across the waters towards a barely-visible island. The elves greet the adventurers, and explain their difficult predicament:

- the elves' (led by Goriidel - E3) are members of the Vyalia clan (see PSVI) which lives in the forest to the south-east.
- although it is beautiful, the island is taboo to the Vyalia who believe that it is haunted by some terrible creature or thing.
- months ago, the Ilya pixies (see PSVI) took up residence on the island and, soon after, began to harass the elves, attacking small parties and stealing goods.
- a few weeks ago, Goriidel and his companions took some supplies to a group of gnomish and dwarven miners in the Zargash Mountains who were having trouble with orc raiders. The miners paid for the supplies with a beautiful silvered-bronze statue of a young woman which they had found (see p17). On the way back, however, the Vyalia were attacked by the Ilya who stole the statue.
- Goriidel has sworn to recover the statue, but cannot go to the island. If the adventurers retrieve the statue for him, he will pay them 600gp in gems.

There are small clumps of trees around the lake from which the adventurers can make a raft in 2 days (EX143).

The Black Mirror

The Vyalia are right to avoid the island, since lawful or neutral creatures who go there are affected by a magic which makes them chaotic (no saving throw). Elves are particularly vulnerable, and will become chaotic 1 turn after setting foot on the island. For the pixies (which are kin to the elves) the change was almost as quick. Other races change alignment only after a number of days on the island equal to half their wisdom (rounded down), and during this time they will feel increasingly troubled by the place and will have bad dreams in which they see distorted images of themselves.

You should inform players secretly of any alignment changes (see BD14), allowing them to role-play the changes in their characters' personalities (see BP55) without the knowledge of the rest of the players.

The magical effect radiates from a black mirror in the depths of an ancient building on the island (area f). If the mirror is



smashed all creatures affected by it (including the pixies) will revert to their former alignments.

Crossing the Lake

As they approach the island, the adventurers are attacked by a group of invisible Ilya pixies. These gain surprise automatically and attacks against them have a -4 penalty to Hit. Each of the pixies wears a platinum neck-band (value - 50gp).

6 pixies: AC -1 (3 if visible); HD 1***; hp 4 each; MV 90' (30'), 180' (60') flying; #AT 1 dagger; D 1d4; Save E1; ML 7; AL C; xp 19 each; THACO 19; BD35.

The Island

W11a. Pixie Village

There are 14 pixies on the island (plus any survivors from the lake attack). They live in hidden chambers (treat as secret doors) high up in the trunks of large trees.

During daylight, the Ilya attack only if the adventurers try to enter their chambers or remove the statue (see below) from the island. Otherwise, they remain invisible and hide, waiting until night to attack. If half of the pixies are killed (or if they fail a morale check) the others hide until the party leaves or the mirror is destroyed. They will not enter the building.

Ancient Building

The closely ranked trees give way to a grassy clearing. In the centre stands a small, colonnaded building, its white marble stonework stained with age. Once there was a large stone statue standing at each corner, but one of these has toppled and smashed. In its place stands the statue stolen from the elves.

The silvered-bronze statue is nearly 3 feet high but is hollow and weighs 150cn.

W11b. Ladder Down

In the centre of the room, a ladder leads 30 feet down a shaft to a landing below.

W11c. Skeleton Guardians

Skeletons! Hordes of them! Clattering across the room towards you and pouring out from side-chambers!

There are 15 skeletons in the chamber, and six more arrive in each of the next 2 rounds from each side-chamber.

39 skeletons: AC 7; HD 1; hp 4 each; MV 60' (20'); #AT 1 bone club; D 1d4; Save F1; ML 12; AL C; xp 10 each; THACO 19; BD37.

W11d. Ladder Trap

This 20-foot ladder is trapped. The first character to touch it suffers an electric shock for 1d8 points of damage (halved by a successful saving throw vs. Spells) and must roll less than his or her Dexterity on 1d20 or fall to the bottom, taking a further 1d8 points of damage.

W11e. Dart Trap

The door to room f is trapped. Unless the trap is found and disarmed, two darts (one from each wall) shoot out towards the characters (THACO 12) if the door is touched. The darts cause only 1 point of damage each, but are poisoned (save vs. Poison or fall unconscious for 2d20 hours).

W11f. The Mirror

The walls, floor and ceiling of the room are so black that they seem to draw light into themselves. Just as black are the pillars, and the hideous fanged statues by the far wall... statues which have just come to life!

The "statues" are gargoyles. They are guarding the black mirror which hangs, facing away from the door, on iron chains between two far pillars. The gargoyles attack on sight. They have no treasure.

2 gargoyles*: AC 5; HD 4**; hp 19 each; MV 90' (30'); #AT 2 claws/1 bite/1 horn; D 1d3/1d3/1d6/1d4; Save F8; ML 11; AL C; xp 125 each; THACO 16; BD30

The mirror is a sheet of polished obsidian in a jewelled frame. Characters looking into it see hideously distorted reflections of themselves and, thronging the black depths beyond, the twisted images of those the mirror has perverted.

Two turns after the gargoyles are destroyed, the mirror will shatter. Before this, any single blow which inflicts 5 or more points of damage will also shatter it. In either case, its magic is dispelled and all creatures affected by it return to their former alignment. The frame of the mirror is not magical, and is worth 4500gp.

Aftermath

If the mirror is smashed, any surviving pixies will greet the adventurers as friends when they emerge from the building. The grateful Ilya will give the party three potions of healing from their secret store.



The pixies will gladly return the statue to the Vyalia elves, and will make moves to restore good relations with them.

W12. Gold Mine (Map W12)

Before the winter, two gnome brothers (Vissaryon and Tekaryon), prospecting with a dozen dwarven miners, began to mine here for gold (area b). After a while, they broke through into a maze of ancient tunnels (c) which they explored as far as the abandoned workfaces (w).

Soon after, orcs began to raid the miners from inside the mine, and the angered gnomes and dwarves set out to find their attackers' lair. They found no sign of the orcs, but discovered an ancient chamber (d) containing a strange statue (which they later traded with the Vyalia elves - see W11, p16), and a large natural cavern (f). The cavern was divided into two by a screen of stalagmite and stalactite "bars", but the miners shattered these in order to reach a jewelled necklace visible on the far side. After the miners returned to their quarters, the orc attacks ceased, and the miners felt safe for a while. Until, that is, dwarves working in the mine began to disappear!

One by one, four dwarves and the gnome Tekaryon have gone missing. The miners have found fragments of web ("which make you feel numb when you touch it") and suspect that the creature responsible is a spider.

Unknown to the miners, the stalagmite/stalactite screen in the cavern confined a shroud spider (see *New Monsters* - p56). The spider was worshipped and fed by a tribe of orcs, the Black Web (Nyy-akk, see PSVI) whose lair (areas k-p) is on the far side of the mountain spur. The initial breakthrough into the old mine had given the orcs the opportunity to attack the miners, but with the shroud spider on the loose, they dared not venture out.

Shroud Spider

There is no set point at which the party should encounter the shroud spider. In-



stead, you should wait for a suitable moment, building up the tension beforehand with glimpses of its eyes in the distance and the echoing sounds of its movements. Make the party feel hunted!

1 shroud spider*: AC 4; HD 5***; hp 28; MV 120' (40'); #AT 1 bite or 1 web squirt; D 1d10 + paralys or paralysis; Save F5; ML 9; AL C; xp 675; THACO 15; New Monster.

Orcs

Most of the Black Web orcs will be encountered in their lair (areas k-p). Normally, there are 2-5 orcs in each of areas k and l, while the others are divided between areas o and p. However, you may wish to arrange for a battle against a patrol of 3-6 orcs, outside the lair (particularly if the party has forgotten the orcs, or cannot find their lair). Each orc has personal treasure of 2d8gp.

22 Black Web (Nyy-akk) orcs: AC 6; HD 1; hp 5 each (8 for leader); MV 120' (40'); #AT 1 sword or 1 throwing axe; D 1d8 (+1 for leader) or 1d6; Save F1; ML 6 (8 with leader); AL C; xp 10 each; THACO 19; BD35 (and PSVI).

The Mine

W12a. Outside the Mine

A dam directs water over the wooden chutes which are used to extract the gold. Steps lead up to the miners' quarters.

W12b. Miners' Quarters

The frightened miners will be glad to see the party and, if the adventurers agree to help, will tell as much as they know about the mystery (omitting to mention the necklace, however). In return for killing the "black creature", the miners offer the party 800gp (half the gold they have so far mined). If asked, 1d6 dwarves offer to accompany the party, but the reward will be reduced by 30gp per dwarf and each will expect a full share of any treasure found.

The miners live simply. Their furniture consists only of a table, some chairs, small beds, and a locked chest containing the

gold. The necklace is hidden and the party will not be able to find it. The tunnels dug by the dwarves are straight and safe, and about 6 feet high.

Vissaryon (gnome) - mine owner: AC 5; HD 3; hp 12; MV 60' (20'); #AT 1 war hammer or 1 crossbow quarrel; D 1d6; Save D3; ML 10; THACO 17 - R 60/120/180.

Clothing: Green cloak over chain mail.

Personality: AL N; Honest, but overfond of gold and gems, worried.

8 dwarf miners: AC 4; HD 1; hp 5 each; MV 60' (20'); #AT 1 pick axe or 1 crossbow quarrel; D 1d6; Save D1; ML 8; AL N; THACO 19 - R 60/120/180.; BD29.

W12c. Old Tunnels

Here, the dwarves' neat tunnel breaks into an old, musty passage, so low that all but the shortest members of the party will have to stoop. The sound of water dripping into slimy pools echoes in the darkness, accompanied by the occasional creak of rotting, wooden pit-props.

The old tunnels are only just over 4 feet high. Characters taller than this must stoop, and have a -1 penalty on all Hit rolls (the orcs are used to the tunnels, and do not suffer this penalty). In the tunnels, *the maximum range for any missile weapon is 50 feet*.

The miners have explored no further than areas d or f. Other features in the mine are labelled v-z:

- v - **Paralysed orc**. The orc is shrouded in webs which are fresh enough to paralyse those who touch them (see *New Monsters*, p56).
- w - **Old workfaces**. This is as far as the diggings of the original miners ever reached.
- x - **Roof collapse**. Part of the roof collapses onto 1d3 characters, inflicting 1d10 points of damage (halved by a successful saving throw vs. Dragon Breath). The tunnel is not blocked.
- y - **Yellow mould**: AC always hit; HD 2*; hp 12; MV 0; #AT spores (50% chance if touched - 10'x10'x10' cloud); D 1-6 + death (unless save vs. Death Ray); Save F2; AL N; xp 25; BD39.
- z - **Unsafe floor**: the tunnel floor gives way under a character who falls into a shallow crevasse, suffering 1d10 points of damage. The character can be rescued easily.

Note: Dwarves who are examining the tunnels have double the normal chance of noticing hazards x or z (1-4 on a roll of 1d6).

W12d. Statue Chamber

This old, damp chamber is 10 feet high. It is empty except for a plinth which bore the statue that the miners gave to the elves.

W12e. Ancient Guardians

The tunnel brings you to a dark but once-fine chamber. Dripping water and mould have smeared the wall-paintings, and the plaster of the ceiling has flaked away and lies on the floor, mixed with the bones of three humanoid creatures. Lined up on stone benches to either side, and apparently untouched by the decay around them, are a dozen or so silver statuettes each about a foot high.

The statuettes represent robed men with jackal-like heads. They are actually silver living statues which all attack if any are touched or disturbed. The statues cannot be damaged by non-metal weapons or non-magical fire, and take only half damage from edged weapons. The silver content of each statue, if killed, is worth 50gp.

12 silver living statues: AC 4; HD 1+1*; hp 6 each; MV 120' (40'); #AT 1 bite; D 1-4; Save F2; ML 12; AL N; xp 19 each; THACO 18; BD32 (and p55).

The skeletons are of orcs. Each has 9gp in a belt pouch. The blocked passage on the far side of the chamber was the entrance to the old mine.

W12f. Large Cavern

The cramped tunnel opens out into a large cavern where dripping water has formed a legion of stalagmites and stalactites, some of which join up to form slender pillars. Across one part of the cavern a number of these pillars once formed a cage-like screen, but a way has been smashed through.

The cavern is 50 feet high in the centre. The entrance to the shroud spider's lair (areas g-i) is a dark tunnel, 30 feet above the cavern floor.

W12g. Slurp!

This damp side-tunnel is the lair of an ochre jelly. As the party comes near, it slithers out to attack. It has no treasure.

1 ochre jelly: AC 8 (only harmed by cold or fire); HD 5*; hp 17; MV 30' (10'); #AT 1; D 2d6; Save F3; ML 12; AL N; xp 300; THACO 15; BD35.



W12h. Shroud Spider's Lair

The floor of the spider's lair is littered with gnawed bones and fragments of clothing. Slumped against one wall is a human skeleton wearing a silver and gold belt (value - 450gp).

W12i. Food Store

Five web-shrouded bodies hang by threads from the ceiling: two orcs, two dwarf miners, and the gnome Tekaryon. All are alive but paralysed, and will revive after 2 rounds if the webs are removed.

If the adventurers bring back Tekaryon and the dwarves alive, the miners will give them the necklace from the large cavern (value - 3000gp) as well as the agreed gold (if they kill the spider).

W12j & k. Smaller Caverns

These caverns are 30 feet high. The narrow tunnel between them will only be found if characters look for it (automatic success). There are 2-5 orc guards in area k.

W12l. Hidden Entrance

The two walls of debris which appear to block this tunnel conceal hidden entrances to the orcs' lair (treat as secret doors). There are 2-5 orc guards in the tunnel between the secret doors.

W12m-p. Orcs' Lair

Any orcs that have not been encountered elsewhere are found in these areas. The orcs' lair is squalid and cramped, with ceilings 7 feet high. There is little furniture, and the walls have been painted with black, web-like patterns.

In the centre of area m (the orc leaders' room) is a threadbare, stuffed lion. The leader's treasure is kept inside the lion, and may be removed by reaching in through the mouth. The mouth is trapped. Unless the trap is disarmed, it snaps closed (damage - 1d8) if the treasure is disturbed or the lion is moved. Once closed, the mouth locks shut (usual chance of picking). The lion contains 2000gp, an ornate, silver anklet (value - 350gp), a boot (the other half of the pair of elven boots - see area 9, p9) and a scroll with the spells **cure light wounds**, **hold person** and **resist cold**. The lion skin is very tough and, if it is hacked open, the boot and/or the scroll may be ruined (50% chance for each).

W13-W15. Tombs on the Ridge

These three ancient burial mounds, standing on a prominent ridge, are clearly visible up to 6 miles away. Each is surrounded by a scorched, circular area of

barren soil (Map W13-W15). Characters entering the barren areas experience strange changes in their surroundings (see below). These changes only affect those inside the areas.

If the adventurers spend the night inside any of the barren areas, their sleep will be disturbed by awful dreams. Clerics, magic users and elves will not be sufficiently rested next day to re-learn spells.

W13. Circle of Night

As you enter the area of barren soil, the world around you suddenly becomes as dark as night. Ahead, the pillars which flank the entrance into the mound are glowing, bathing the area in a weak, shadowy, green light.

Characters entering the circle are attacked by five shadows which gain surprise on a roll of 1-5 on 1d6.

5 shadows*: AC 7; HD 2+2*; hp 10 each; MV 90' (30'); #AT 1 touch; D 1d4 + drain 1 point of strength for 8 turns; Save F2; ML 12; AL C; xp 35 each; THACO 17; BD36.

W13a. Entrance

Passing between the glowing stones of the entrance, characters sense an evil presence. Inside the tomb, all protective spells (e.g. **protection from evil**) are automatically dispelled and all magical defensive items temporarily cease to function (e.g. **rings of protection** give no protection, magical armour becomes ordinary armour of corresponding type).

W13b. Passage of Corpses

Inside the portal, a tunnel slopes downwards into darkness. On either side, frescoes of ancient priests in jackal-head masks stare out from the walls. Although the passage is icy cold, it is not this which chills you to the marrow, but the feeling of impending doom which hangs in the air.

The 10 frescoes are actually screens of painted plaster each concealing an alcove. Nine of the alcoves contain mouldering skeletons (with no treasure), but the tenth (marked X) holds a powerful ghoul. If the plaster screen hiding the ghoul is smashed, it attacks at once. Otherwise it will only break out of its tomb and attack if the adventurers attempt to leave with the magical mace from area c (see below).



1 special ghoul: AC 5; HD 5**; hp 27; MV 90' (30'); #AT 2 claws/1 bite; D 1d4/1d4/1d6; Save F5; ML 11; AL C; xp 425; THACO 15; BD30 (special).

The ghoul can paralyse opponents as usual, but is so horrible in appearance that any characters seeing it must roll less than their wisdom on 1d20 or fight against the creature at -2 to hit and -1 damage because of fear. Clerics have the same chance of turning the ghoul as of turning a wraith.

W13c. Crystal Coffin

In the centre of the chamber, enshrouded by the gloom and coated by the dust of ages is a crystal coffin on a black, stone plinth. Inside the coffin, a recumbent figure in blue robes clutches a jewel-encrusted mace to its breast.

The figure in the coffin is a zombie which attacks if the coffin is opened or smashed. The mace is a mace +1, +2 vs. undead.

1 zombie: AC 8; HD 2; hp 12; MV 90' (30'); #AT 1 claw (always loses initiative); D 1d8; Save F1; ML 12; AL C; XP 20; THACO 18; BD39.

W14. Tomb of Warriors

This tomb was partially plundered by Golthar in his search for another tapestry, but he fled when the wyrds (see *New Monsters*, p56) were released:

As you step into the barren circle, the air suddenly fills with the stench of death, and you see that the area is littered with the mangled corpses of orcs, goblins and men, as if some terrible battle had taken place here.

If they wish, the adventurers can loot the bodies (they find 1d8gp on each of the 210 corpses). This treasure vanishes when the characters leave the circle, but the looters



are cursed to carry the weight of the coins for a year and a day (i.e. the weight of the stolen coins should be included in their encumbrance). This curse can only be removed by a cleric of level 8 or higher. If the PCs mention their affliction at Sukiskyn, Pyotr (or Stephan, once found) will recommend that Threshold is the best place to find a cleric to cast a *remove curse* spell (see area T2, p37).

W14a. Pillaged Chamber

The stone door leading to this chamber hangs open and a smell, even worse than that outside, greets you from within. Scattered around the stone-flagged floor are broken bones, rusted weapons and fragments of twisted armour. In the far wall, a heavy stone doorway, once sealed with plaster, has been smashed open.

The bones are the remains of skeletons destroyed by Golthar. If the adventurers approach the smashed doorway, the two wyrds in the room beyond will attack. Each wyrd is wearing a suit of ordinary chain-mail armour, a helm with a gem set in the brow (value - 150gp each), and a belt from which hangs a scabbard containing a jewelled sword (value - 250gp each).

2 wyrds*: AC 4; HD 4*; hp 21 each; MV 120' (40'); #AT 2 glowing spheres; D 1d6/1d6 (1d6+3/1d6+3 vs. elves); Save E4; ML 12; AL C; xp 175 each; THACO 16 - R. 30/60/90; New Monster.

W14b. Crypt

As well as two smashed coffins (which held the wyrds), this crypt contains hundreds of broken weapons, mangled suits of armour and smashed shields.

W15. Fool's Gold

This alluring, false tomb was built as a trap for grave robbers. The secret exit (from area c) cannot be found from the outside:

As you come into the scorched circle, the air fills with bird-song, though there are no birds to be seen, and spring flowers burst from the grass at your feet. The lichen-covered door into the mound has changed to burnished bronze, and the weathered grey stone of the door-posts and lintel is now white marble.

W15a. Trap

As soon as any character enters this chamber, the bronze entrance door (X) clangs shut (even if spiked open) and locks. The door can only be opened by the procedure described in area b.

The tunnel beyond the entrance door slopes down to an austere chamber of white marble. A dozen or more old and ragged skeletons of men and other creatures lie on the floor or slumped against the walls. Near one of them, the words "bewere itz tuch" have been scratched into the marble with a dagger tip.

There are 13 skeletons here — six humans (a thief, four fighters and a cleric), two elves, a halfling, three orcs and a bugbear — all victims of the trap. Amongst their clothing and gear, the adventurers find the following usable items (the rest have rusted or rotted): three swords, two daggers, a longbow, three shields, two suits of chainmail armour (halfling and elf sizes) and a suit of plate mail (human size). The thief, acquisitive to the last, gathered the following items into her pack: silver holy symbol (value - 150gp), a silver incense burner (100 gp), 110gp in coins, three gems (25gp each) and a short sword +1.

W15b. The Mocking Face

There are three more skeletons — probably orcs — on the floor of this side-chamber. The walls are decorated with carvings in low relief, including a large face which smirks at you mockingly.

The face is merely a clever carving. The other carvings on the walls are mostly just patterns, apart from what looks like a procession of stylised humanoid figures. There are 16 figures (the number of previous victims) plus one for each trapped character (you should calculate the total number before describing the carvings). If the characters examine the carvings, they

notice that "a few at one end of the procession" (actually as many as the trapped player characters) seem to have been cut more recently than the rest. If the characters erase or deface these fresh carvings (and this is easy to do, since the marble is soft), the bronze door opens and the party can escape.

Characters find the hidden exit automatically if they search the chamber for secret doors. The orc skeletons have no treasure or usable gear.

W15c. Touch of Death

In the chamber beyond the door there is no finely smoothed marble on the walls, only wet, grey stone and the smell of damp. There is a movement in the far corner as a shadowy grey shape detaches itself from the wall and forms into the figure of a man.

This chamber is an alternative, but dangerous, exit from the trap. The grey figure is a living rock statue which squirts grey ooze instead of magma. Any character hit by a blob of ooze from the statue suffers 2d4 points of damage (plus the other effects of the ooze) each round until the ooze is killed. The statue has no treasure.

1 living rock/ooze statue: AC 4; HD 5**; hp 29; MV 60' (20'); #AT 2 squirts of grey ooze; D 2d4/2d4 & see below; Save D5; ML 11; AL N; xp 425; THACO 15; BD32 (and p55).

blobs of grey ooze: AC 8; hp 4 each; D 2d4 per round (automatic) + dissolve metal in 1 round (1 turn for magical items); Save F1; ML 12; xp 25 each; BD31.

RECKONING WITH THE WOLFSKULL

The search for Pyotr's brother Stephan eventually leads the party to the Wolfskull (Kloss-lunk) goblin lair, the location of which has been discovered during the adventurers' explorations east of Sukiskyn. Although Stephan was brought to the after his capture, he has since been taken to the ruins of Xitaqa (pronounced "zit-AH-ka" - see p24).

W16. Wolfskull Lair

See Maps K and W16.

The Petrified Forest

Deep in the Dymrak forest is a dismal valley smitten centuries ago by a magical blight that turned every living thing — plant or animal — to stone:

This petrified forest is an eerie and silent place, with little or no colour to relieve the grey stone of the stiff, blighted trees and undergrowth. The trees were transformed while in full leaf, and now form a dense, opaque canopy which draws a shadowy, twilight gloom over the forest floor. The only living things here are patches of pale moss and lichen on the tree-trunks and limp, web-like creepers hanging like shrouds from the branches.

Elsewhere, the party find petrified birds and animals (deer, foxes, boars, etc.). Patches of tangled, petrified undergrowth rise to an average height of 8 feet, and smashing through them requires 40 points of damage for each 10-foot-square area.

The petrified forest is so dense, dark and tangled that visibility is only 100 feet. Although torches need not be used during daylight hours, underground (dungeon) movement rates and ranges should be used for encounters and combats. In the forest, goblins do not suffer the -1 Hit roll penalty caused by daylight (BD31).

There are several trails criss-crossing the valley. Most of these lead eventually to the Wolfskull goblins' lair (see **Goblin Patrol** - below) at the heart of petrified area. No matter which trail the characters take, 2 turns after entering the forest they are set upon by five hungry, giant bats:

5 giant bats: AC 6; HD 2; hp 6 each; MV 30' (10'), flying 180' (60'); #AT 1 bite; D 1d4; Save F1; ML 8; AL N; xp 20 each; THACO 18; BD25.

Goblin Patrol

When the adventurers are 3 miles from the lair, they encounter a Wolfskull patrol:

You come across a track winding away into the gloom between the lifeless trees. Looking along it, you catch sight of a group of goblins and wolves heading in your direction. The goblins are chattering noisily amongst themselves and do not appear to have seen you.

The patrol consists of 10 **Wolfskull goblins** and 3 **dire wolves** (see below). If they immediately take cover and hide, the adventurers will be able to ambush the patrol (automatic surprise) as it comes near. If they hesitate for more than 1 round, however, the patrol notices them and attacks. The goblins surrender if they fail a morale check.

The goblins are readily recognisable as Wolfskull (see PSVI). The party will have no difficulty tracing the goblins' route along the winding track to the Wolfskull lair.

The Lair

The Wolfskull tribe constructed their lair by erecting stone walls between the trees of a petrified grove (see **Map W16**). Some of the larger trees were hollow, and the goblins have taken advantage of this (see areas b, g, and i). The canopy of leaves and branches here forms an impenetrable roof, which varies in height from 15 to 30 feet. Most of the walls are concealed by petrified thickets.

The chambers in the lair are dirty and untidy, but are better ventilated than most goblin halls (and so smell less). Some flickering light comes from smoky torches. Since there is no wood in this part of the forest, the goblins have hewn out benches, tables, shelves and so on from the petrified trunks and roots of the trees.

The Wolfskull Clan

The goblin king Kloss leads the Wolfskull (Kloss-lunk) clan, and is protected by several bodyguards. The clan keeps several dire wolves.

Kloss (goblin king): AC 6; HD 3; hp 15; MV 90' (30'); #AT 1 battle axe; D 1d8+1; Save F3; ML 10; AL C; xp 35; THACO 17; BD31 (and PSVI).

Wolfskull goblin bodyguards: AC 6; HD 2; hp 9 each; MV 90' (30'); #AT 1 battle axe or 1 spear; D 1d8 or 1d6; Save F2; ML 10; AL G; xp 20; THACO 18 - R 20/40/60; BD31 (and PSVI).

Wolfskull goblins: AC 6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1 hand axe or 1 spear; D 1d6; Save NM; ML 8 (10 with leader); AL C; xp 5 each; THACO 19 - R 20/40/60; BD31 (and PSVI).

Dire wolves: AC 6; HD 4+1; hp 16 each; MV 150' (50'); #AT 1 bite; D 2d4; Save F2; ML 8; AL N; xp 125 each; THACO 15; BD59.

Personal Treasures: Each ordinary goblin carries 6gp and each bodyguard has 25gp. Kloss' fur cloak is worth 75gp. He is also wearing a gold-buckled belt (150gp) and a jewelled ring (350gp), and carries 45gp.



W16a. Black Rivers

In the gloom, the muddy rivers which flow by the lair appear black. They are infested with cold-water piranha (see **New Monsters** - p56). Any creature entering a river is attacked by a shoal of d4+6 piranha.

Piranha shoal: AC 7; HD 1 hp each; MV 90' (30'); #AT 1 bite per shoal; D 1d4 or 3d4 (if blood has been spilt); Save NM; ML 11; AL N; xp 5 each; THACO 19 (16 if blood has been spilt); New Monster.

W16b. Log Bridge

The flattened top of this stony log bridge is only wide enough to be crossed in single file.

W16c. Guardroom

The torchlight from the guardroom is visible 200 feet away. Unless they make their presence known deliberately, the adventurers are not noticed by the goblin guards until they cross the log bridge:

After the gloom of the forest, the torchlit chamber before you seems almost welcoming. Not so welcoming are the goblins and wolves rushing forward with weapons drawn!

There are 10 goblins and 2 dire wolves in the guardroom. When they see the party, three goblins rush into the wolf pens (area d) to unchain more dire wolves (there are six there) while the others attack with two wolves. Each goblin in the pen (not fighting) can free a wolf every 1d4 rounds. If the combat here lasts for more than 3 rounds, the goblins in areas e and g will be alerted (see below).

W16d. Wolf Pens

There are 6 dire wolves here, all chained to the central tree. The chains allow the wolves to reach the door but no further. If attacked while still chained, a wolf will become enraged for 1d6 rounds, and has a 20% chance each round of breaking loose.



W16e. Prison Guards

There are 7 ordinary goblins and a goblin bodyguard here. They will hear the combat with the guards (area c) if it lasts more than 3 rounds, and will hide behind the large tree in the middle of the room. If they are hiding, the goblins surprise the party on a roll of 1-3 on 1d6. Otherwise, surprise should be determined as usual.

W16f. Cell

Inside the cell, and visible through the bars, is an old woman, Babushka (NM; hp 1). A thief has a 60% greater than usual chance of picking the lock on the barred gate (alternatively, the lock can be smashed). The information which Babushka can give the party (once outside the lair) is listed below (see Babushka's Tale).

W16g. Chief's Chamber

A large goblin, wearing a magnificent white wolf's skin, glares at you from a throne on the far side of this grand, fur-decked chamber. Before him, a bodyguard of goblins stands poised to attack.

The goblin king Kloss has 5 goblin bodyguards and 5 ordinary goblins with him. If the fight with the guards (area c) lasts more than 3 rounds, the goblins here will hear it and will automatically win initiative in the first round. Otherwise, initiative should be determined as usual.

Many of the furs hanging on the walls are very old and tattered. The better ones are worth a total of 250gp. Under the seat of his stone throne is Kloss' treasure: 500gp in a sack, a broken coronet with all but one of the gems removed (value - 250gp), a potion of delusion, and a shield +2.

W16h. Chamber

This room is unoccupied, and contains piles of coarse bedding. The circular door set into the end of the tunnel-like bridge (i) bears a crude painting of a split skull.

If the adventurers do not go into the chief's chamber (g) before venturing into Vlack's part of the lair (areas i-k), the chief Kloss and the other goblins from area g either wait here for the adventurers to return or else follow them (DM's discretion).

Vlack's Quarters

Vlack and his retinue of hobgoblins and bats have left the Wolfskull lair to report back to Golthar (see WE5).

W16i. Hollow Log

A 5-foot-diameter tunnel runs through the centre of this hollow, petrified log bridge. Half-way along is a trapdoor trap (usual chance of noticing). Any character falling through the trap must roll less than his or her Dexterity on 1d20 or fall to the river (and the piranha! - W16a) below. A successful roll means that the character has managed to grasp the edge of the hole.

W16j. Hobgoblins' Room

The chamber before you seems better appointed than the others you have found. For one thing it is tidier, and it also has wooden furniture: a table, some chairs and a few beds. There is a scuffling sound, and three furry, weasel-like creatures, each as long as a human's arm, emerge from a hole at the base of a tree-trunk, teeth bared.

The creatures are giant ferrets and Vlack's pets. They live in a "kennel" (marked x) inside a hollowed tree, and are accustomed to being fed by the goblins. If the party feeds them meat, the ferrets do not attack (except in self-defence), but they have limited patience. If, after 2 rounds, no food is forthcoming, the ferrets attack. In the next round, the five other ferrets from the kennel join the fight.

8 giant ferrets: AC 5; HD 1+1; hp 6 each; MV 150' (50'); #AT 1 bite; D 1d8; Save F1; ML 8; AL N; xp 15 each; THACO 18; BD30.

The furniture is for use by Vlack's hobgoblin guards, and is larger than goblin furniture.

W16k. Vlack's Room

A group of tall, armed humanoids block your way. They look like hobgoblins, but their eyes have a vacant, blank stare.

The creatures are thoul, left here to guard Vlack's treasure. They attack any intruders on sight, but will not cross the bridge (i).

3 thoul: AC 6; HD 3**; hp 15 each (regenerate 1 per round); MV 120' (40'); #AT 1 sword; D 1d8; Save F3; ML 10; AL C; xp 65 each; THACO 17; BD38.

Vlack's room is even better furnished than the hobgoblins', with a bed, comfortable chair and table.

Vlack's treasure is kept in a small compartment in the trunk of one of the trees. The door of the compartment is disguised (automatically found if searched for) and trapped (but not locked). If the trap is not disarmed before the door is opened, a large petrified branch crashes down into the room from above. All characters in the room suffer 2d4+2 points of damage (negated by a successful saving throw vs. Dragon Breath).

Inside the compartment is a locked chest containing 2000gp, 5 gems (500gp each), and a quiver with 5 arrows +2.

Babushka's Tale

While she is still inside the goblins' lair, Babushka is too frightened to talk. Once outside, however, she gladly answers the adventurers' questions:

- She was captured during the goblin raid on Cherkass (W6) along with a young girl.
- They were brought to the Kloss-lunk lair and put in the cell. Later they were joined by five other prisoners including Pyotr's brother Stephan.
- The goblins seemed to be under the command of a big hobgoblin called Vlack.
- The hobgoblins and goblins wanted to know where "the great map" was, but the prisoners did not know.
- A few days ago, some goblins wearing iron collars arrived and took the prisoners away to "the old ruins at Xitaqa" (pronounced "zit-AH-ka"), where "Ol' Skinny-Legs" would get some answers from them. Babushka ("a scrawny old woman, who'd only slow us down") was left behind.

Loshad's Bargain

In order to find Stephan, the adventurers must first find the "ruins of Xitaqa", but nobody they ask has any knowledge of them. Back at Sukiskyn, however, one of the older people (Kuzma or Stellios) half-jokingly suggests that the party "asks the horse-man on the moor" (i.e. Loshad, the chevall). The other folk laugh at this



suggestion, since the horse-dealing of Pyotr's folk has hardly made them friends of the cheval! Kuzma (or Stellios) persists, however, saying that the "horse-man" can be summoned "by whistling at midnight on the high moor for three nights running while standing on one leg!"

Meeting on the Moor

The old person's advice is not as crazy as it sounds. If the adventurers go out onto the moors at night and whistle (the exact time is not important, nor is standing on one leg!), Loshad will come to them on the second or third night (DM's discretion).

Loshad approaches the party in centaur form, accompanied by his three warhorse bodyguards (see PSIV for statistics), and asks them what they want. If the adventurers ask for the location of the "ruins of Xitaqa", Loshad promises to tell them on the following conditions:

1. Four nights from now, the party must bring to Loshad at this place the heads of the werewolf Bailakask and her son Kalkask — both blood enemies of the horses. Loshad gives the characters directions to the wolves' den (W17 - see below) and advises them to attack at night when most of the pack will be out hunting. If they kill the wolves which are there at the time, the adventurers can ambush the others when they return.
2. The adventurers set their horses free within a month (25 days).

W17. Wolves' Den

The werewolves (Bailakask and her son Kalkask) and their pack of wolves have a den of caves (marked W17 on Map K and shown in detail on Map W17) in a rocky outcrop by the Volaga river. The entrance to the den is a narrow, natural tunnel (a) which the adventurers will find only if guided here by Loshad (see above).

If the party ignores Loshad's advice and comes during the day, the werewolves and wolves will all be here, and any assault could be very dangerous.

If the adventurers follow Loshad's advice and attack the lair by night, Bailakask, Kalkask and most of the wolves will be away hunting, leaving only 5 wolves to guard the den. These wolves are all in the open area (b). Once these wolves are overcome, the party will be able to lay an ambush for the rest of the pack — Bailakask, Kalkask and 6 wolves — which will return in 2d4 hours. Any horses left outside the lair will be attacked and killed by the returning pack.

In melee and while travelling, Bailakask and Kalkask always adopt wolf form. Kalkask looks like an ordinary wolf, but Bailakask is a distinctive, large, grey animal. They only revert to human form while resting or if given a good opportunity to attack from a distance with missiles or spells. Neither they nor the wolves carry any personal treasure. If the werewolves fail a morale check and manage to flee from the den, you should give the party a second chance to kill them by arranging an ambush by the werewolves (accompanied by four summoned wolves - see BD34) on the following day.

Wolf Pack

Bailakask (female werewolf):

wolf form: AC 5; HD 5*; hp 30; MV 180' (60'); #AT 1 bite; D 2d4+2; Save F5; ML 10; AL C; xp 300; THACO 15; BD33-34.

human form: AC 9; F5; MV 120' (40'); #AT 1 sling stone; 1d4; THACO 17-R 40/80/160.

Kalkask (male werewolf):

wolf form: AC 5; HD 4*; hp 18; MV 180' (60'); #AT 1 bite; D 2d4; Save F4; ML 8; AL C; xp 125; THACO 16; BD33-34.

human form: AC 7 (inc. Dexterity bonus); C4; MV 120' (40'); #AT 1 sling stone; D 1d4; THACO 17 (inc. D bonus) - R 40/80/160.

Spells:

1st level - cure light wounds (x2)

2nd level - hold person

wolves: AC 7; HD 2+2; hp 10 each; MV 180' (60'); #AT 1 bite; D 1d6; Save F1; ML 8; AL N; xp 25 each; THACO 17; BD39.

The Den

The rocky cliffs around the den are not difficult for characters to climb. Thieves can automatically climb them, and other characters have the same chance as a thief of the same level. Within 100 yards of the den, the scent of wolves and werewolves causes the horses to shy away and makes them difficult to ride.

W17a. Entrance Tunnel

The tunnel is only 6 feet high. Horse skulls hang on wooden pegs set into both walls.

W17b. Open Area

Within the lair, horses will be very frightened and difficult to ride. Anyone who persists in trying to ride a horse must roll less than their Dexterity on 1d20 each round or be thrown for 1d6 points of damage.



Beyond the rocky walls of this natural fortress is a dusty, barren hollow littered with rocks and fragments of chewed bones. Looking down on the hollow from a pinnacle of rock, a statue of a jackal-headed human dominates the scene.

The statue stands on a natural platform reached by a winding path. The statue itself is worthless, but the gems set into its eyes are worth 750gp each.

W17c-g. Caves

These caves are all very similar: dirty and dusty, and littered with chewed bones. The horses recognise the strong scent of wolf inside these caves, and fight if characters try to force them inside.

Cave g is the werewolves' cave, and is slightly cleaner than the others. It contains a battered chest (neither locked nor trapped) holding some tattered clothing, 500gp, an ornate jewelled necklace (2500gp), and a pouch with 10 gems (5 x 100gp; 3 x 200gp; 2 x 500gp). In cave d are the chewed remains of a once-fine saddle. The saddle is useless, but the decorative gilt mounts and silver stirrups are worth 350gp in all.

Fulfilling the Bargain

If the adventurers return to the meeting-place on the moor at the appointed time with proof that the werewolves are dead, Loshad directs them to the Ruins of Xitaqa (see p24). His directions are clear and accurate, and he briefly describes the shattered tower of Xitaqa and the ruins in the gullies around it.

If the adventurers subsequently fail to keep their promise about freeing the horses, Loshad will seek the party out and take action to free them (see WE4). If he succeeds in this, the characters will be attacked 1d6 hours later; first by a stampede of 30 horses (1d20 points of damage to each character — no Hit roll needed) and then by Loshad himself with his bodyguards.



RUINS OF XITAQA



When, following Loshad's directions, the adventurers' search for Stephan finally takes them to the ruins of Xitaqa, they will confront Golthar (see PSV), the magic user and Master of the Iron Ring who unleashed the attacks on the homesteads. Golthar is clever, and it is likely that he will escape

from the party. If so, the party will have a chance to meet him later in the adventure (see Threshold, p84 & The Lost Valley, p44). It will not spoil the adventure if the party manages to overcome him, however, since the other members of the Iron Ring will carry forward the evil plan.

River Crossing

Upstream from Sielo (W5), the Volaga river may be crossed easily at the ford, or by swimming characters, or those on horseback. Between the northern bank of the river and the escarpment on which Xitaqa stands is a level plain.

A squad of Iron Ring Warriors (a Reaver and seven Hounds - see PSIV) based at Xitaqa (X9, p26), patrol the plain to guard against outsiders. The patrol and the party see each other (about half-a-mile away) soon after the adventurers cross the river. At once, the Iron Ring warriors gallop towards the party to attack, firing one volley of arrows before closing to melee range.

The Reaver carries 50gp, but the Hounds have no treasure. None will give any information if captured and questioned, since they all fear Golthar far more than pain or death.

1 Reaver of the Iron Ring (fighter): AC 4 (chain mail & shield); F3; hp 17; MV 90' (30'), 240' (80') mounted; #AT 1 sword; D 1d8+2 (inc. S bonus); Save F3; ML 10; AL N; xp 50; THAC0 17 (inc. S bonus).

7 Hounds of the Iron Ring: AC 7 (leather armour); HD 1+1; hp 6 each; MV 120' (40'), 240' (80') mounted; #AT 1 short sword or 1 arrow (short bow); D 1d6 or 1d6; Save F1; ML 12; AL N; xp 19 each; THAC0 16 (inc. ferocity bonus) - R 50/100/150.

8 riding horses: AC 7; HD 2; hp 9 each; MV 240' (80'); #AT Nil when ridden; Save F1; ML 7; AL N; xp 20; EX51.

The Ruins

Following Loshad's directions, the party will have no difficulty finding Xitaqa:

Ahead, exactly as the man-horse described it, a broken tower rises above the escarpment. At its foot, hidden amongst tangled gullies, lie the ruins of Xitaqa.



The rambling, ancient, Hutaakan settlement of Xitaqa (**Maps K & X**) was built in a knot of winding, steep-sided, gullies eroded into the escarpment above the Volaga river. Apart from the tower building which dominates the scene, the ruins are single-storey, with bland, windowless exteriors of dressed stone blocks, and are cut into the bedrock of the gully sides. Every item of use or value belonging to the original inhabitants of Xitaqa is long gone.

Several troops of rock baboons live here as well as the Yellow-fang (Faz-plak) goblin clan (see **PSVI**) who have trained some of the baboons to serve them. The Yellow-fang headquarters is in one of the old public buildings (**X1-3**), but many live in the smaller ruins (**G**).

Golthar, his Bloodhead (Vlackkag) hob-goblin minions (see **PSVI**), and a squad of Iron Ring warriors (a Reaver and seven Hounds, p24) have taken up residence in the partially ruined tower (**X5-X12**, p26).

A Wild Welcome

As you near the ruins, there is a bestial screech from an area of boulders to your right, and a troop of brightly-coloured apes break cover and rush towards you.

The apes (which are 50 yards away) are a foraging troop of wild rock baboons. The baboons charge towards the party to attack, hurling stones and screeching as they run.

6 wild rock baboons: AC 6; HD 2; hp 8 each (14 for leader); MV 120' (40'); #AT 1 hurled stone or 1 club/1 bite; D 1d3 or 1d6/1d3; Save F2; ML 8; AL N; xp 20 each; THACO 18 - R 10/20/30; **BD25**.

OUTER RUINS (Map X)

Depending on which route they take to reach the ruined tower (over the high ground, or through the gullies), the adventurers encounter different inhabitants of the ruins. Statistics for these creatures are given below:

The Streets of Xitaqa

If the adventurers' route takes them along the gully floors:

Winding along the floor of the gully, the overgrown cobbles of an ancient street lead you between the dismal ruins. From around the corner of a building just ahead, you hear the sound of shuffling footsteps.

The footsteps are those of a patrol of **6 Yellow-fang goblins** and **5 slave rock baboons**. If the adventurers hide at once, they can ambush the patrol (surprise on a roll of 1-4 on 1d6). Otherwise, the goblins and baboons see them and attack.

The High Ground

If the adventurers cross the higher ground above the gullies, they are attacked by **5 giant bats**:

Even reduced as it is to a mere stub, the tower of Xitaqa is still extremely impressive. As you approach the crumbling edifice, a number of dark, winged creatures fly out from the ruins of the upper floors and flap towards you.

Denizens of the Outer Ruins

Plak (goblin king): AC 6; HD 3; hp 15; MV 90' (30'); #AT 1 sword +2 (casts cure light wounds once per day); D 1d8+2; Save F3; ML 10; AL C; xp 35; THACO 17; **BD31**.

Yellow-fang (Faz-plak) goblin bodyguards: AC 6; HD 2; hp 9 each; MV 90' (30'); #AT 1 sword or 1 arrow (short bow); D 1d8 or 1d6; Save F2; ML 10; AL C; xp 20; THACO 18 - R 50/100/150; **BD31**.

Yellow-fang (Faz-plak) goblins: AC 6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1 short sword or 1 arrow (short bow); D 1d6; Save NM; ML 8 (10 with leader); AL C; xp 5 each; THACO 19 - R 50/100/150; **BD31**.



Minor Buildings (B, G, S, & E.)

Any inhabitants of Xitaqa attack the party on sight but, unless the adventurers enter a building or deliberately make their presence known, the occupants of the smaller buildings will not notice them:

B. Wild Baboon Lairs

There is a 70% chance that there are **2d4 wild rock baboons** here. The baboons' lairs contain no treasure, only their bedding and food.

G. Goblin Lair

There may be **1d4+1 Yellow-fang goblins** (80% chance) and/or **1d4 slave rock baboons** (50% chance) here. The goblin lairs contain bedding, hearths, cooking pots, food and so on.

S. Stables

This small building is used as a stables for the horses of the Reaver and Hounds who serve Golthar.

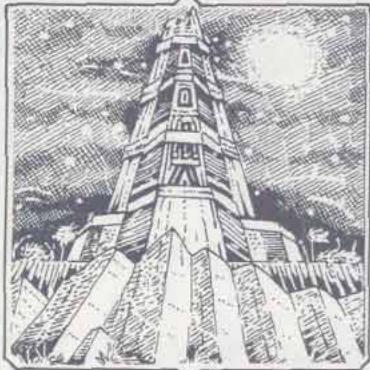
E. Empty

Yellow-fang Headquarters (X1-X3)

This building houses the goblin king Plak and his retinue, whose voices can be heard from outside. It is larger than most here, and has the Yellow-fang ruined tower motif scratched on the doors. Inside, the original furnishings have gone, and the decorations (mosaics, frescoes and carvings) have been defaced by the goblins. The rooms are filled with smoke from fires smouldering in hearths which have been dug into the floors.

X1. & X3. Front and Rear Lobbies

There are **8 ordinary goblin guards** lounging in each of these rooms. Unless silenced, the sound of combat from either lobby will summon the goblins in the hall (**X2**) after 5 rounds and from the other lobby after a further 5 rounds.



X2. Hall

There is a wooden platform against one wall, from which the goblin king Plak looks down on 5 ordinary goblins and 4 bodyguards who are gathered around a table, betting on a race between cockroaches. In addition to the goblins' personal treasures, there are coins worth 200gp in all on the table. Hanging on the frame below Plak's platform are the clan trophies: 10 human skulls in rusty helmets, a tattered flag (worthless), a decorated hunting-horn (60gp), a pair of jewelled spurs (250gp each) and a beautiful goblet (350gp).

GOLTHAR'S TOWER

Characters climbing up the outside of Golthar's tower will be attacked by 3 giant bats, and will find that there is no way into the tower from the top. Following Golthar's orders, the goblins will not enter the tower under any circumstances.

X4. & X5. Plaza and Entrance Hall

The tower surmounts a large, low building overlooking an overgrown plaza (X4). The impressive bronze doors leading into the buildings are each 20 feet high. The central door is open, and the Bloodhead hobgoblin guards in area X5 will notice and attack (with crossbows at first) any adventurers they see.

5 Bloodhead (Vlackkag) hobgoblins: AC 6; HD 1+1; hp 6 each; MV 90' (30'); #AT 1 sword or 1 crossbow quarrel; D 1d8 or 1d6; Save F1; ML 8; AL C; xp 15 each; THACO 18 - R 60/120/180; BD3I.

The hobgoblins live in the entrance hall (X5). Each has 25gp. Their rough wooden furniture contrasts sharply with the faded opulence of the chamber which has a splendid mosaic floor and painted plaster walls and ceiling.

X6. Crypt

The crypt was once full, but has been cleaned out by two gelatinous cubes:

This room has the air of a crypt, but if that was its intended purpose then it was never used, since every alcove stands empty.

The transparent cubes are hiding in the alcoves marked g and, if possible, wait for a chance to attack the adventurers from both sides at once. Inside the cubes are three gems worth 330gp in total.

2 gelatinous cubes: AC 8; HD 4; hp 18 each; MV 60' (20'); #AT 1 touch; D 2d4 + paralysis (2d4 turns, negated by saving throw vs. Paralysis); Save F2; ML 12; AL N; xp 125; THACO 16; BD30.

X7. Old Library

Racks of mouldering, dusty scrolls and books line the walls of this room, but many are barely visible beneath a coating of thick web-like strands.

The library is the lair of two giant spiders. One attacks as the party enters, but the other remains hidden with her brood in a nest amongst the webs (marked s), attacking only if approached or threatened. The young are harmless. With them in the spiders' nest is an ebony writing set inlaid with ivory (value 370gp). The books and scrolls (written in Hutaakan) record innumerable births, marriages and deaths, and need a read languages spell to be read.

2 giant black widow spiders: AC 6; HD 3; hp 14 each; MV 60' (20'), 120' (40') in web; #AT 1 bite; D 2d6 + poison (save vs. Poison or suffer 4d4 points of damage); Save F2; ML 8; AL N; xp 50 each; THACO 17; BD38.

X8. Vlack's Quarters

The marble walls and tiled floor of this chamber are dulled with age. The statues of jackal-headed men staring blindly from their plinths by the walls are robed in dust, and the fountain in the centre of the room has dried up and filled with rubbish. The place seems abandoned, but a low growl from behind a curtained partition warns you otherwise.

There is an ice wolf hiding in one of the curtained alcoves, ready to attack. The hobgoblin king Vlack and the ice wolf he was riding will be lurking in the other alcove if they escaped from the encounter south of the river (see WE5 - p14). They will also attack the party.

1 ice wolf: AC 4; HD 4+1**; hp 23; MV 150' (50'); #AT 1 bite or 1 breath; D 1d10 or 4d4; Save F5; ML 10; AL C; xp 275; THACO 15; New Monster.

Hidden beneath the litter in the fountain are 10 small gold ingots worth 150gp each. The alcoves contain the wolves' bedding and Vlack's bed.

X9. Dormitory

Like the room on the floor below, this one appears to be unoccupied. It is a dormitory of some kind, with neat, austere beds against each wall. Above each bed hangs a pair of iron manacles on a chain. Strangely, these are polished to a dull shine.

The room is, indeed, unoccupied. It is the dormitory used by the Reaver and Hounds of the Iron Ring (see PSIV) who serve Golthar and whom the party encountered after crossing the river (see p24).

There are eight beds in all. One of them (the Reaver's) is more comfortable than the others and has a small locker at the foot. The locker (which is locked but not trapped) contains 150gp, a silver belt (75gp), a human-sized suit of leather armour, a sword, a short bow, and 15 arrows. The armour and weapons were taken from Stephan (see X10). The carefully polished manacles are symbols of the inhabitants' loyalty to the Iron Ring, and are not intended to be worn.

X10. "Empty Room"

This room appears empty since everything in it (including the internal walls, which are thick sheets of glass) is invisible. Creatures or objects become invisible as they cross the threshold, returning to normal as they leave. Unlike an invisibility spell, the invisibility produced by the room does not vanish as a result of spell casting or making an attack.

The magic user Golthar is interrogating Stephan (who is securely bound) in the central cubicle (a), using the threat of an invisible minotaur to torment him. Before starting the interrogation (2 turns before the party enters), Golthar cast a detect invisible spell. As soon as the party arrives, Golthar flees through the far door (gaining surprise because of his invisibility), briefly becoming visible before he shuts the door behind him. Stephan, although he does not know what the monster is, warns the party just as the minotaur attacks. Only characters able to see invisible objects will see most of these events, however:

As the door opens, you hear voices — one threatening, the other strangely familiar. But the room is completely empty, and the voices are coming out of thin air! Instantly, the conversation ceases, the far door opens, and a yellow robed figure appears in the doorway as if from nowhere. Without pausing, it flees up the stairs beyond, slamming the door. "Look out!" cries the familiar voice, as a menacing bellow fills the air.

The minotaur attacks the party at once and fights to the death to cover its master's escape. It can see the party since its sword +1 enables the wielder to use a **detect invisible** spell (range 60' - BP41) once per day. You should remember that the adventurers are invisible even to each other while inside the room.

1 minotaur: AC0 (4 if visible - leather armour); HD 6; hp 26; MV 120' (40'); #AT 1 sword +1; D 1d8+3; Save F6; ML 12; AL C; xp 275; THACO 14; BD34.

Stephan (see PSIV for full details): AC 8; F5; hp 13 (26); MV 120' (40'); #AT Unarmed; D Unarmed (+1 with any melee weapon); Save F5; ML 10; THACO 16.

Clothing: Torn blue robe.

Appearance: Male; age 37; tall; red-haired; bruised and haggard, bound with rope.

Characters who met Stephan in Kelven recognise his voice as he shouts encouragement during the fight. When it is over, he urges the party to pursue the magic user at once. The information which Stephan can give the party (either now or later) is listed below (**Stephan's Tale**). He has not been into the upper rooms of the tower.

X11. Art Gallery

Golthar will have locked the door leading into the gallery from the floor below. It may be opened by a thief, or a **knock** spell, or else forced open (treat as AC 9, requires 35 points of damage):

Such a gallery of faded glories! Flaking portraits gaze out from dusty frames into a sullen room whose only occupants are a pair of pink, jackal-headed sculptures, frozen for ever in attitudes of contempt.

The paintings are trapped. Although their canvas can be hacked through easily with a sharp weapon, anyone so doing will suffer 1d8 points of electrical damage (halved by a successful saving throw vs. Spells) and be stunned for 1d3 rounds (no saving throw).

Portraits **a-d** have small holes in them (visible only on close inspection) which allow anyone in the outer corridor to see and cast spells into the gallery without being seen. Golthar (see PSV) hides behind portrait **d** and waits for an appropriate moment (e.g. if an adventurer approaches one of the holed pictures) before attacking with an offensive spell and activating the sculptures (jade living statues). While the statues attack the party, Golthar hurries from one holed picture to another, casting spells at the party.

The jade living statues are immune to **sleep** and **charm** spells, have excellent saving throws (as F10), and magical weapons have no bonuses to hit or damage when used against them.

2 jade living statues: AC 4; HD 3+1**; hp 16 each; MV 60' (20'); #AT 2 hands; D 1d6/1d6; Save F10; ML 12; AL N; xp 100 each; THACO 16; BD32 & p55.

If Golthar exhausts his offensive spells, or if the party defeats the statues, breaks through any of the perforated pictures, or seems likely to find the secret door, Golthar will run up the stairs and try to escape (see below).

X12. Golthar's Room

In order to escape from this room, Golthar casts a **fly** spell and then activates a magical, explosive device which blasts a hole in the wall. He then grabs his spell book, flies out through the hole and casts a **mirror image** spell on himself. The adventurers hear the explosion as they start to ascend the stairs. When they reach the top:

Through the dust of the explosion you see a gaping hole in the wall of the room. Through it, you can see four, yellow-robed figures flying through the air into the distance.

Golthar's room is comfortably, but distastefully furnished with a bed made from the splayed jaws of a dragon (badly damaged by the explosion), a triangular table of green-stained oak, and two orange wooden chairs carved to resemble crouching humanoids. On the wall hangs a map showing the positions of the ruined homesteads.

In his hurry to escape, Golthar left behind a lot of his treasures in an iron-bound chest (locked and untrapped):

- 2 large sacks with 555gp in each
- a **potion of delusion**
- an **amulet vs. crystal balls & ESP**
- a jewelled silver casket (1400gp) with 15 gems (1x 5000gp, 4x 1000gp, 12x 500gp)



- In a small, ebony box: the magical **silver needle and golden thread** which can be used to activate the tapestry.
- A carved ivory scroll case (not trapped). Inside, is an ancient Hutaakan scroll. It is fragile and must be handled carefully. It may be read by means of a **read languages** spell or a thief of level 4 or above (80% chance):

"I Baistget, high priestess, do command your return to Hutaaka. The stars have changed and our power wanes. Strange creatures harry us from the mountains and our people grow restless. We are stretched too thin. Bring the treasures of the temples and the people of the lowlands to feed the one. The sacred tapestries and your silver needles show the path."

Stephan's Tale

When Stephan has a chance to talk with the adventurers, his first concern will be to ask after the safety of his relatives at Sukiskyn. Once reassured, he will tell the party the following about his captivity:

- After being captured during the goblin attack at Ilyakana, he was taken, with others, to the Wolfskull (Kloss-lunk) lair and thence to Xitaqa.
- At Xitaqa, Golthar interrogated the prisoners, demanding to know where the "golden tapestries" were hidden.
- Stephan realised that the tapestry in the hall at Sukiskyn was of the kind which Golthar sought and, although he would not divulge this, could not conceal the fact that he knew.
- None of the other prisoners knew, however, and they were taken from the tower; Stephan does not know where to.
- In the long days before the party's arrival, Golthar interrogated Stephan and, from his questions, Stephan was able to work out the secret of the special tapestry and the riches it might lead to.

Now he is free, Stephan is intent on finding the needle and thread and using it to unlock the secret of the tapestry at Sukiskyn.



JOURNEY TO THRESHOLD



Golthar and the Iron Ring

Much of the action in this part of the adventure involves the members of the Iron Ring (see PSIV) as they attempt to wrest the Hutaakan tapestry from the party or, at least, to discover where the adventurers are headed.

If Golthar escaped from Xitaqa (see X12), he will have fled to Kelven to warn the Iron Ring. If Golthar was slain, his death will have been discovered and reported to the Iron Ring by another of the Masters, Karllag (see PSV), who was journeying to Xitaqa and arrived there only hours after the party left.

On hearing that Stephan and the adventurers probably have a tapestry, the Iron Ring in Kelven mobilises its forces:

- Two Reavers (Bors & Hermann) and seven Hounds are sent to Misha's Ferry in case the adventurers cross the river there (see W1/W18 - p29).
- One Reaver (Aksel) and two Hounds are sent towards Selenica to alert and join up with a group of Iron Ring slavers (see WE7 - p30).
- Two Reavers (Jolenta & Gactis with two Hounds are sent north towards Threshold (see Riflian - p32).
- Other Reavers are sent to Krakatos and Specularum, but will not be encountered by the party.

Return to Sukiskyn

On returning to Sukiskyn, Stephan and his rescuers are met by the inhabitants who are overjoyed at Stephan's safe return. Pyotr, in particular, rushes forwards to meet his brother with tears of joy streaming down his face. Afterwards, he thanks the adventurers profusely and organises a feast (see below) to celebrate.

After greeting his other kinsfolk, Stephan impatiently asks Pyotr and the adventurers to go with him into the Hall, so that they can discover the secret of the tapestry. When the magical needle and thread touch the fabric:

As the needle is touched to the tapestry, it sparkles brightly and its golden thread shimmers. Moving of its own volition, the needle magically weaves through the golden tapestry, subtly changing the areas it passes through. Soon the geometric patterns are gone, replaced by a beautifully executed map depicting a coastline, rivers, and a pulsating golden area nestled in a mountain range.

The map shows the area now known as the Grand Duchy of Karameikos (show the players the Colour Tapestry on the inner folder). The map was made before any of the Duchy's modern settlements were built, but Xitaqa and the Lost Valley of Hutaaka (the pulsating area) are clearly marked. Stephan recognises many of the geographical features and points out where Kelven, Threshold and so on (**Map K**) now stand.

With this knowledge, the Lost Valley can be seen to lie in the mountains north of Threshold, in an area Stephan knows to be wild and untamed.

Now that the goblins are defeated, there is little to keep Stephan or the adventurers at Sukiskyn. In fact, Stephan is eager to journey with the adventurers to the Lost Valley. His old adventuring spirit has been rekindled by the prospect of a lost civilisation and its wealth. Above all, he wishes to thwart Golthar by beating him to the prize he seeks. Any planning or discussions, however, will be temporarily put aside by preparations for the feast.

A Joyous Feast

The celebration is a riotous affair with much singing and dancing. It takes a similar form to the more muted event after the siege (p14), but Pyotr is in very high spirits and, like the rest of his clan, more than a little drunk. He declares the adventurers to be his greatest friends and says they are always welcome at Sukiskyn. As a special gift, he gives each of them a 100gp gem. Stephan, however, can think of nothing but the magical tapestry and proposes the following plan of action. Since the adventurers have yet to complete their original assignment of escorting the clan's white horses to the elves west of Kelven, he suggests that they should take the horses to the elven village at Riflian (where they should fetch a good price) following a route via Misha's Ferry which avoids Kelven. He has given much thought to the plan:

- Riflian is conveniently situated on the Windrush river north of Kelven, on the way from Sukiskyn to Threshold.

- By taking the horses to Riflian, the adventurers can not only receive 50% of the proceeds as promised by Pyotr (p14) but may also conceal their true mission.
- Taras (or another clan member) can go with them to Riflian, and return to Sukiskyn with Pyotr's share of the money.
- Golthar or his associates (Stephan has no detailed knowledge of the Iron Ring) may well be at Kelven and, even if they are not, it would be risky to take the horses into the town where they would come to the attention of thieves.
- Stephan fears that it will not be long before Golthar (if still alive) makes another attempt at gaining the tapestry, so speed is of the essence.

If the player characters wish to follow a different route or wait a while before setting off, Stephan tries to discourage this but will follow a majority decision. It is possible, for example, that the party may wish to go to Kelven to find a high level cleric (e.g. to cast a **remove curse** spell), but Stephan points out that the Temple in Threshold (T2, p37) could help them.

If, in the end, the characters insist on going to Kelven, you must create sufficient details of the town yourself. Describe Kelven very briefly, aiming more for atmosphere than detail, and add in any small encounters desired (see **Threshold** for more ideas - p34). The adventure does not really resume until they are back on the road towards Threshold.

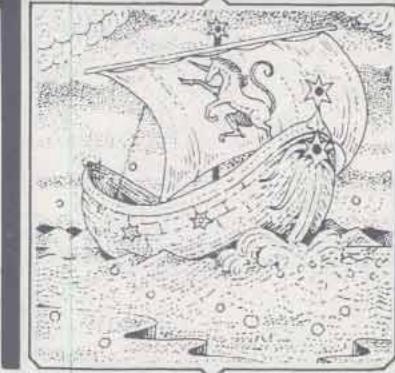
Just as the details have been finalised, Pyotr comes over to heap further praise on the adventurers, before passing out and being carried off to bed by his children, who also retire.

SUKISKYN TO RIFLIAN

When Stephan and the adventurers leave, the whole of Sukiskyn gathers to see them off and wish them luck (despite a few hangovers!). The party can take supplies for the journey from Sukiskyn's stores, and will have with them the 24 white horses for sale to the elves, as well as any of their own.

Encounters and Events

Between Sukiskyn and Riflian, only two encounters are tied to specific locations (W18 & W19), and the rest of the action consists of events (WE6-WE8). Nevertheless, some of these events can only occur within a general area, so it is the actions of the players that will determine the order of play and, inevitably, call for some minor modifications to the actions of the NPCs. Be sure to read all the events and encounters before attempting to run this section.



W18. Misha's Ferry

Misha's Ferry (see also W1, p6) lies along the party's route and is the easiest place at which to cross the Volaga River. The building is the same as when the party was last here and the ferry is still serviceable. The ferry is capable of carrying up to 10 characters or 5 horses (or an appropriate combination) on each crossing.

If the party have travelled here within two days of their return to Sukiskyn from Xitaqa, they encounter Misha's bear again (if still alive). If they arrive later, the bear will have gone and the Iron Ring members will be waiting in ambush:

Misha's Bear

While the horses are being loaded onto the raft, Misha's bear appears from the bushes and advances slowly towards the party. It is still looking for Misha and attacks only in self-defence, fleeing if wounded to 12 or fewer hit points. If unmolested, it comes to within 10 feet of the adventurers, peers intently at them and then wanders off.

1 cave bear: AC 5; HD 7; hp 30; MV 120' (40'); #AT 2 claws/1 bite + hug (if both claws hit); D 2-8/2-8/2-12 + 2-16; Save F4; ML 11; AL N; THAC0 13; BD26.

Iron Ring Ambush

These Iron Ring members have been sent here to lie in wait in case the party comes this way. They attempt to ambush the party as it approaches the ferry, gaining surprise on a roll of 1-3 on 1d6. If the Reavers fail a morale check, they will attempt to flee, leaving the Hounds to fight to the death.

Bors & Hermann — Reavers of the Iron Ring (fighters): AC 4 (chain mail & shield); F3; hp 17 each; MV 90' (30'); #AT 1 sword; D 1d8+2 (inc. S bonus); Save F3; ML 10; AL N; xp 50 each; THAC0 15 (inc. S bonus).

7 Hounds of the Iron Ring: AC 7 (leather armour); HD 1+1; hp 6 each; MV 120' (40'); #AT 1 short sword or 1 arrow (short bow); D 1d6 or 1d6; Save F1; ML 12; AL N; xp 19 each; THAC0 16 (inc. ferocity bonus) - R 50/100/150.



The Reavers each have 45gp and, in addition, one of them has a small bottle of rare perfume (value 75gp). The Hounds have no treasure.

Iron Ring Slavers

Events WE6 and WE7 involve the cheval Loshad and a group of Iron Ring slavers and goblins who were heading west towards Black Eagle Barony (see EX38) with a group of slaves captured during the goblin raids. Loshad's main concern was that the horses had been maltreated by the slavers, but so far he has failed to free them. Now he will try to get the party to do this for him.

WE6. Loshad Sighted

This event occurs an hour after the characters cross the Volaga river (at Misha's Ferry or otherwise). Loshad (see PSIV), in stallion form, and his three bodyguards are seen in the distance for a few minutes before galloping away over the moors.

half-an-hour later, they are sighted again. This time, Loshad is in centaur form and gallops up to the party in a non-threatening manner. If attacked, he flees, but otherwise he greets the party's horses before talking to the adventurers.

His main concern is that the party should free the horses from the slavers, and so he does not remind the adventurers of their previous bargain but, instead, tells them what has happened:

- A short distance away (he will give directions) is a camp of evil people, a place of vileness and death, where "not only the humans, but also the horses" are chained up.
- There are about 30 humans and 15 goblins there. About half of each are chained up and beaten by the others.
- On discovering how the slavers mistreated their horses, Loshad tried to release them but failed, since the men hobble and chain the horses every night.
- Even so, Loshad caused the horses to become unmanageable. He hoped that

this would make the men release the them but it only resulted in them being whipped more.

The group has stopped at a camp while the evil ones try to beat the horses into submission. Surely, the adventurers will not stand for this?

If the adventurers seem reluctant to help, Loshad will remind them that the humans are also being beaten. If this fails, he will pointedly ask them where they are taking the white horses. In fact, he has no objection to them being taken to the elves (since they will be very well treated), but he is not above feigning reluctance and hinting that the party's co-operation would earn his consent. On no account will Loshad agree to change his original bargain with the party. Lawful characters should be eager to rescue people from the slavers, and could possibly be penalised if they do not (DM's discretion).

Although the location of the Iron Ring camp is marked on the wilderness map, it may be moved to wherever is most convenient within 2-3 hours ride of the party.

Even if the party agrees at once to attack the slavers, Loshad will still ask where the white horses are being taken.

WE7. The Slavers' Camp (Map WE7)

The Iron Ring slavers are camped in clearing within a small rocky woodland. A few rough trails lead to the clearing, and the rest of the area is covered in rocks and brambles making passage along anything other than the trails very difficult.

There are 19 slavers in all: three Reavers (Rucker - C5, Sydnor - F4, and Sgagast - a bugbear), eight Iron Ring Hounds, and eight Yellow-fang (Faz-plak) goblins from Xitaqa. Aksel, the Reaver envoy from Kelven (see pp28 and 31) has not yet reached them. There are 34 slaves: 19 are humans, captured during the raids on human settlements by Vlack's goblins (these were the prisoners taken to Xitaqa with Stephan), and the others are 15 goblins from the scattered Red-blade (Gnhasska - see PSVI) tribe.

The Iron Ring slavers are due to strike camp on the morning after the party meets Loshad. Until the time comes to leave, the slaves are all chained to trees around the clearing. Before leaving, the slavers plan to kill the horses and proceed on foot.

During the day, the goblins are asleep and the three pathways into the wood are each watched by a Hound. Sydnor will be attempting to re-tame (unsuccessfully) one of the horses with his whip, while the others watch.

At night, the goblins are awake and two of them guard each path. All the Reavers and Hounds are asleep and do not have the benefit of armour.

Either set of guards raises the alarm as soon as they see anyone. Once the alarm is raised the other human and goblin slavers move to attack.

Slavers

Rucker - Reaver of the Iron Ring (cleric): AC 5 (chain mail); C5; hp 19; MV 90' (30'); #AT 1 mace; D 1d6; Save C5; ML 10; AL C; xp 300; THACO 17; PSIV.

Spells:

1st level - cure light wounds, darkness

2nd level - blight, hold person

Treasure: a staff of healing; 2 vials of holy water; 3 gems (value 250gp each); 75gp.

Sydnor - Reaver of the Iron Ring (fighter): AC 4 (chain mail & shield); F4; hp 25; MV 90' (30'); #AT 1 sword; D 1d8+2 (inc. S bonus); Save F4; ML 10; AL C; xp 125; THACO 15 (inc. S bonus); PSIV.

Treasure: 5 small gold ingots (value 150gp each) stamped with a design in the form of a pair of manacles; 50gp.

Sgagast - Reaver of the Iron Ring (bugbear): AC 5; HD 3+1; hp 16; MV 90' (30'); #AT 1 battle axe; D 1d8+1; Save F3; ML 9; AL C; xp 75; THACO 16; BD27 and PSIV.

Treasure: heavy gold chain (value 350gp) and 35gp.

8 Hounds of the Iron Ring: AC 7 (leather armour); HD 1+1; hp 6 each; MV 120' (40'); #AT 1 short sword or 1 arrow (short bow); D 1d6; Save F1; ML 12; AL N; xp 19 each; THACO 16 (inc. ferocity bonus) - R 50/100/150; New monster and PSIV.

Treasure: each has 2d20gp in mixed coins.

8 Yellow-fang (Faz-plak) goblins: AC 6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1 short sword or 1 arrow (short bow); D 1d6; Save NM; ML 8; AL C; xp 5 each; THACO 19 - R 50/100/150; BD31 and PSVI.

Treasure: each goblin has 2d6gp.

Slaves

19 human slaves: AC 9; NM; hp 1 (3) each; MV 120' (40'); #AT/D Unarmed; Save NM; ML 6; AL N or L.

15 Red-blade (Gnhasska) goblin slaves: AC 8; HD 1-1; hp 1 (4) each; MV 90' (30'); #AT Unarmed; D Unarmed; Save NM; ML 2; AL C; xp 1 each; BD31 and PSVI.

11 riding horses: AC 7; HD 2; hp 3 (7) each; MV 240' (80'), 3' (1') hobbled; #AT 2 hooves (not if hobbled); D 1d4/1d4; Save F1; ML 4; AL N; THACO 18; EX51.



After being released (Sydnor has the keys to their chains), the human prisoners will attempt to kill any surviving goblin (slaves or captors), unless restrained.

Loshad does not join in any attack, but watches (invisible) from a distance. After the Iron Ring has been defeated, Loshad appears and requests that the horses are released, although he is willing to let them carry the prisoners to Sukiskyn. Once at Sukiskyn, the horses will become unmanageable and untameable.

W19. Gnomes' Ferry

The Shutturga river is crossed here by a ferry run by a group of five gnomes. It is similar to Misha's Ferry except that the gnomes also run a hostelry — a stone building on the *east* bank of the river, with a bar, kitchen and numerous bedrooms. The gnomes enjoy a good haggle (see PSVII) and *base prices* at the hostelry and for crossing the river depend on the gnomes' assessment of the characters' wealth. When asked the price of anything, a gnome pauses in deep thought while inspecting the character, before giving a price.

Typical *base prices* for the adventurers are given below. If the adventurers have made an effort to conceal their wealth, or are particularly ostentatious, feel free to reduce or increase the *base prices* accordingly:

- crossing the river: 5gp per adventurer, 10gp per horse
- bed for the night: 20gp
- stabling per horse: 5gp
- meal: 15gp, ale: 2gp, wine (glass): 1gp

5 gnome ferrymen/hostellers: AC 7 (leather); HD 1; hp 5 each; MV 60' (20'); #AT 1 short sword; D 1d6; Save D1; ML 8; AL L; THACO 19; BD30.

Other Visitors

The Reaver Aksel, accompanied by two Hounds, arrives at the ferry on horseback soon after the party. He is looking for the Reaver cleric Rucker and the slave train (see WE7):

If the adventures go into the hostelry, Aksel and the Hounds enter it soon after and order drinks. Aksel soon recognises the characters and, realising that he and his hounds are hopelessly outnumbered, leaves as soon as possible. If, for some reason, a fight does break out, Aksel deserts the Hounds, leaving them to cover his retreat.

If the party passes by the hostelry, Aksel and the Hounds ride up as they are crossing the river. He recognises them immediately, but continues riding.

Unless prevented by the party, Aksel finds the encampment of the Iron Ring slavers (WE7). If the players have not already disposed of them, Aksel sends either Rucker or one of the other Reavers, or one of the Hounds to follow the party. Otherwise, he returns to Kelven to report their demise.

Aksel - Reaver of the Iron Ring (thief): AC 4 (leather armour + Dex. bonus); T3; hp 9; MV 120' (40'), 240' (80') mounted; #AT 1 sword or 1 thrown dagger; D 1d8 or 1d4; Save T3; ML 9; AL C; xp 50; THACO 19 or 16 R - 10/20/30; PSIV.

Treasure: 8 gems in belt pouch (50gp each).

7 Hounds of the Iron Ring: AC 7 (leather armour); HD 1+1; hp 6 each; MV 120' (40'), 240' (80') mounted; #AT 1 short sword; D 1d6; Save F1; ML 12; AL N; xp 19 each; THACO 16 (inc. ferocity bonus); PSIV.

Treasure: each has 2d20gp in mixed coins

WE8. Merchants

Where the trail from Misha's Ferry joins the trail north from Kelven, the party encounters a merchant caravan bound for Selenica:

Before you lies the trail from Kelven to Selenica running along the banks of the river Shutturga. In the distance you can see a large group of wagons and horsemen approaching from the direction of Kelven. Ahead of them come three mounted, armoured figures.

The three riders are guards (F1) for the caravan. On seeing the party, two of them halt while the other returns to warn the main body. The guards are wary of attack but greet the adventurers in a friendly manner. They explain that they are part of the caravan of Ahiktos, bound for Selenica and that their caution is the result of recent increased bandit activity on this trail.

The rest of Ahiktos' caravan winds its way down the road after 5 minutes. It consists of 20 wagons (each pulled by four mules) carrying spices, silks and velvets. It is guarded by 45 mounted fighters. Should the party make any attack, all the guards attempt to deal with them while the drivers take care of the wagons.

Ahiktos the merchant: AC 9; F3; hp 15; MV 120' (40'); #AT 1 sword; D 1d8; Save F3; ML 8; THACO 19.

Appearance: Male; age 58; black-haired, over-weight.

Clothing: Fine satin robe with gold embroidery.

Personality: AL N; Outwardly friendly, but always scheming after profits.



5 Guard leaders: AC 4 (chain & shield); F4; hp 22 each; MV 90' (30'), 240' (80') mounted; #AT 1 sword; D 1d8; Save F4; ML 10; AL L; THACO 17.

40 normal guards: AC 5 (chain); F1; hp 6 each; MV 90' (30'), 240' (80') mounted; #AT 1 sword or 1 arrow (short bow); D 1d8 or 1d6; Save F1; ML 9; AL L; THACO 19 R - 50/100/150.

20 wagon-drivers: AC 9; NM; hp 3 each; MV 120' (40'); #AT 1 short sword; D 1d6; Save NM; ML 7; AL N; THACO 20.

Ahiktos makes an additional income by selling information and is well informed about events in Kelven. He knows, for example, that certain people in Kelven are on the look-out for a particular group of adventurers (see below).

As the caravan draws near, Ahiktos (whose wagon is near the front) notices the party's white horses, orders the caravan to stop, and invites the adventurers to dine with him. He soon realises that the adventurers are those being sought in Kelven and recognises a profitable opportunity.

After the usual polite formalities, Ahiktos enquires whether the horses are for sale and offers to buy them. His *base offer* (see PSVII) is 75gp each. Whether or not the party sell the horses, Ahiktos then hints that he has information that they may be interested in. His *base price* for the information is 90gp ("a trifling price for information of high quality"), but he would accept one of the white horses instead. His information is accurate:

- A magic user wearing yellow robes recently appeared in Kelven.
- Soon after, a tall dark woman who had been seen in the company of the magic user began to enquire around the bars about a particular group of characters, and her description of the adventurers was "strangely like" the party.
- The Duke's daughter is reputed to have run off with the captain of the guards.
- There are increasing reports of bandits on the road between Kelven and Threshold, and a number of caravans have failed to arrive.



RIFLLIAN (Map R)

Rifllian is a small elven village of 170 inhabitants on the *western* bank of the Windrush river. The village is an outpost of the Callarii elves and serves as a trading post for those wishing to trade with the elves, or simply as a stopping place by travellers. The buildings are all made of wood and are two storeys high.

Iron Ring Watchers

Searching for the adventurers, the Reavers Jolenta and Gactis (see PSV), accompanied by two Hounds, arrived at Rifllian the day before the party. Jolenta and the Hounds entered the village but, gaining no news of the party, rejoined Gactis and the four then hid themselves on a wooded knoll overlooking the village.

The Reavers see the party arrive, and wait until the adventurers leave before releasing a carrier pigeon to Kelven to inform the Iron Ring. Jolenta then hurriedly heads north to organise a group of brigands to attack the adventurers (see WE12), while Gactis hangs back and follows them (see WE11).

Inhabitants

Most of Rifllian's inhabitants are Callarii elves (see PSVI) of levels 1-4. Any of these can remember seeing the "dark lady" who visited the village, and some (20%) noticed that she rode north when she left.

The elves admire the white horses greatly and 1d20 elves will show an interest if the party offers them for sale. Each elf will only want to buy one horse, and their *base offer* will be 150gp. If they want to sell all of the horses, the adventurers must bargain with the trader Prestelle (see R3).

Callarii elves: AC 5 (chain) or 9; E1-4: hp 4-16; MV 120' (40'); #AT 1 dagger, 1 sword and/or 1 arrow (long bow); D 1d4, 1d8 and/or 1d6; Save E1-4; ML 9; AL N; THACO 19 or 17; BD30.

Stubbs Plattermann (halfling): AC 9; H5; hp 17; MV 120' (40'); #AT 1 dagger; D 1d4; Save H5; ML 8; AL N; THACO 17.

The Village

R1. Arrival at Rifllian

By chance, as the adventurers arrive at Rifllian, the Duke's Galley and its Elven-guard (see EX38) are leaving to continue their journey to Specularum:

On the far bank of the Windrush river, enfolded by the Radlebb woods, lies the elvish village of Rifllian. Just casting off from the jetty is a magnificent vessel almost 50 feet long. As it moves out into the river, its sail unfurls revealing a rearing unicorn emblazoned across it. At the head of the ship stands an elf dressed in dazzling armour and a surcoat that also bears the rampant unicorn device. Soon the wind catches the sail and the vessel glides down the river towards Kelven.

A small jetty on the east bank of the river has a brass bell hanging from a post. Ringing this calls the ferryman, who charges a fixed rate of 1gp per character and 2gp per horse for the crossing. The ferryman admires the PCs white horses and asks if they are for sale. He would like one for himself and offers to buy one (*base offer* 135gp).

R2. The Silver Swan Inn

The Silver Swan is run by Stubbs Plattermann, a very friendly halfling who always tries to make his guests welcome. The inn is very clean and homely and is patronised by the local elves and passing traders. Stubbs prides himself on the range of his menu, and meals are available throughout the day. His prices are fixed, and are 20% higher than standard (see EX19).

Stubbs knows Stephan, and is pleased to see him. He pours drinks for the party and enquires whether they have met their "odd friends" yet. If asked to explain himself, he says that, yesterday, a strange, tall, dark woman with piercing blue eyes was asking if anyone had seen Stephan and his companions (whom she could describe in some detail). There were two others with her, both male who wore dark robes and never spoke. All three left early this morning on horseback, but Stubbs does not know where they went.

R3. The Trader

Prestelle (E3) is the main trader for all wishing to buy and sell goods at Rifllian. She is a shrewd elf who will try and strike a hard bargain with the party for the horses.

Her *base offer* is 120gp each. If an elf is bargaining on behalf of the party then 1 should be added to the bargaining die roll (see PSVII).

Supplies, weapons and armour are also available here for a *base price* 20% higher than standard prices (see EX19). Stephan will buy chainmail armour for himself here.

Taras' Departure

Once the horses are sold, Taras (or whoever came with them) will return, as agreed, to Sukiskyn with half of the money. He will go via Kelven, waiting for the next southbound riverboat, and will arrive home safely.

ON TO THRESHOLD

Leaving Rifllian

The characters may leave Rifllian either by boat or road:

By Boat

The weekly passenger vessel is due to come through the day after the PCs arrive, and it will have space available for the adventurers, but not for their mounts. If the adventurers have not done so before, this would be a good time to release their horses in accordance with their deal with Loshad (see p22).

The fare for the journey to Threshold is 16gp per character (not negotiable) and it takes *just under 2 days*. The boat (the Mudlark) is owned by Captain Scylla, and is carrying cargo for trade at Threshold (see EX39).

The Mudlark and its Crew

Scylla (riverboat owner/captain): AC 7 (leather); F3; hp 11; MV 120' (40'); #AT 1 sword; D 1d8; Save F3; ML 8; AL L; THACO 19.

10 Crewmen: AC 9; NM; hp 4 each; MV 120' (40'); #AT 1 short sword; D 1d6; Save NM; ML 8; AL N; THACO 20.

The Mudlark: length 30'; beam 19'; draft 2'; MV 60'/round; Hull points 35; AC 8; EX43.

Cargo: 10 crates of clothes (mostly checked shirts) and heavy working boots; 4 chests of heavy-duty lumber axes.

By Road

In spite of the rumours of bandits on the trail north to Threshold, the characters



may decide to travel along the riverside trail. A short distance north of Rifllian, the terrain becomes broken and hilly, and very hard going for horses ($\frac{1}{2}$ - $\frac{2}{3}$ normal movement rate). Only the trail by the river provides an easy route (normal).

Events

You may use most of the following events at any convenient time (and in any order) on the journey between Rifllian and Threshold. Golthar's journey to Threshold by flying carpet (see EX39 and WE13), however, should take place on the second day of the party's journey.

WE9. Gentle Reminder

If the adventurers decide to ride some of the white horses up the track towards Threshold, they will meet Loshad the chevall once more. Loshad is concerned that the party may be taking the horses into the dangerous wilds to the north, and will pointedly remind the party that the horses were to be sold to the elves.

WE10. Victim of the Scange

The characters come across the corpse of a female human, killed by three black-feathered arrows. Depending on the route taken by the party (trail or river), the corpse is found either half-concealed in the undergrowth by the side of the trail, or floating down the river. The woman was killed during an attack by the Scange (see below) on a merchant caravan. She has no treasure.

WE11. Follower Behind

In the distance, the adventurers catch a glimpse of a mounted figure on the skyline behind them. This is Gactis (see p32 and PSV) who is following the party. If the adventurers double back, Gactis will notice and avoid them. If, however, the adventurers wait in ambush he may (DM's discretion) ride into their trap.

WE12. Trouble Ahead (Map WE12)

Any travellers on the trail or the Windrush river between Rifllian and Threshold are considered fair game by a group of human cutthroats who call themselves the Scange. These men waylay travellers, strip them of their belongings and sell them into slavery.

Jolenta, riding north from Rifllian, has struck a deal with the brigand leader, Hrothgar, and arranged for the Scange to attack the party. Jolenta will be able to tell

Hrothgar whether the party is travelling by land or water and, since the Scange recently gained possession of a river boat, they will be able to attack in either case.

The ambush, by 18 Scange brigands led by **Hrothgar**, takes place near the Scange camp (see Map WE12). If, at any time, they fail a morale check, the Scange flee to join the rest of the band at the camp.

The Scange

Hrothgar (leader): AC 1 (plate +1& shield); F8; hp 14; MV 60' (20'), 120' (40') mounted; #AT 1 sword; D 1d8+1 (inc. S bonus); Save F3; ML 9; AL C; xp 35; THACO 18 (inc. S bonus).

Hrothgar's war horse: (attacks under his direction) AC 7; HD 3; hp 16; MV 120' (40'); #AT 2 hooves; D 1d6/1d6; Save F2; ML 9; AL N; xp 35; THACO 17; EX51.

Scange archers: AC 7 (leather); F1; hp 4 each; MV 120' (40'); #AT 1 short bow or 1 sword; D 1d6 or 1d8; Save F1; ML 9; AL C; xp 10 each; THACO 19; EX53.

Scange swordsmen: AC 6 (leather & shield); F1; hp 4 each; MV 120' (40'); #AT 1 sword or 1 dagger; D 1d8 or 1d4; Save F1; ML 9; AL C; xp 10 each; THACO 19; EX53.

Personal treasure: each Scange has 30gp and Hrothgar has a jewelled necklace (value 300gp) and a gold ring (value 175gp). Hidden in his boot is a key to the chest in his tent.

Scange River Boat: length 25'; beam 19'; draft 2'; MV 60'/round; Hull points 30; AC 8; EX43.

On the River

The Scange boat moves out from the concealment of the side-stream, and cuts across the bows of the Mudlark. While eight men attempt to grapple the boat (see EX44), the other 10 fire arrows at the PCs and the crew of the Mudlark. If the Mudlark is successfully grappled, the Scange board her. The crew of the Mudlark will help to defend their vessel.

On the Trail

The Scange are hidden in the bushes on either side of the trail, and have laid a rope across it. If they gain surprise (a roll of 1-3 on 1d6), the rope is pulled taut by two of them just as the party's lead horse(s) pass over, causing them to stumble and rear. The rider(s) must make a saving throw vs. Wands or be thrown from their mounts for 1d6 points of damage and, even if successful, are unable to attack in the following



round. If not surprised, the PCs notice the rope lying across the trail, and have 1 round to act before it is pulled taut.

Whether or not they gain surprise, eight swordsmen up in the trees attempt to leap onto the backs of the character's horses, succeeding on a roll of 17 on 1d20, and then attacking with daggers. Any who miss with their leap will attack with swords from the ground. The remaining eight swordsmen move out to cover the trail behind the characters, while Hrothgar charges on his horse from the front.

The Scange Camp

The camp is in a small wood next to the stream where the river boat is docked. There are another 8 Scange here (4 archers & 4 swordsmen). Two archers watch the approach to the camp and caw like a crow to warn the others of any trouble.

The camp itself consists of six hide tents set around a clearing with a cooking fire in the middle. Most of the tents contain only bedding, pots, pans and so on, but one contains 200 arrows with black flights, 6 short bows, 18 daggers and 15 swords. If the attack was on the river, Hrothgar's horse is at the camp.

Hrothgar's tent has a fur rug (value 150gp), a keg of fine brandy from Marilenev (value 200gp) and a locked iron-bound chest (not trapped). Hrothgar keeps the key inside his left boot. The chest contains: a silver drinking cup (value 200gp), a potion of heroism and 5000gp.

WE13. The Flying Carpet

This event takes place on the second day after the adventurers leave Rifllian. They see, in the distance, a flying carpet heading north over the hills east of the river. The carpet belongs to Cardia the elf (see EX39) who is carrying Golthar and Sligh to Threshold. She does not know that Golthar is a member of the Iron Ring. Scylla (the riverboat captain) can, if asked, identify the carpet as belonging to Cardia.



THRESHOLD



1885

The thriving frontier town of Threshold (see Map T and EX38) lies on the shores of a small lake. Built primarily of wood (a major resource of the area), it is home to about 500 humans and 50 demi-humans. It lies on the adventurers' route to the Lost Valley and provides them with many opportunities — from buying supplies and equipment, to hiring retainers — as well as dangers in the form of an Iron Ring plot.

Map T shows only the general layout of Threshold, but should be referred to while the PCs are in the town. You should also read the section on towns in the Expert rules (EX37-39), as this will help you to make the Threshold adventure more fun for your players. Threshold is a typical town: crowded, smelly and dirty. Except for the buildings by river, all waste is emptied into the streets, and pigs and dogs can often be seen scavenging through it. The key to the successful running of a town lies more in the atmospheric recreation of its sights, sounds and smells than in providing precise geographical details.

Much of the action in Threshold revolves around Golthar's plan (p37), but avoid rushing straight into this, since the PCs should have some time to get to know the sights. The most important locations are described separately (p36), and there are a number of **Optional Events** (p39) to help you bring the place to life. These should be interspersed with the events connected to Golthar's plan (TE1-TE7).

The adventurers' arrival at Threshold (p36) is described after some general notes on the town.

GENERAL NOTES

Customs and the Law

Threshold is ruled by the 14th level Patriarch Sherlane, from his lakeside castle of Tarnskeep. Sherlane has declared that Threshold should be a lawful town where the townsfolk can walk the streets without fear of attack. To this end, the only weapons which may be carried are daggers, swords (excluding two-handed swords)



and staffs. Prohibited weapons are confiscated by the town's guards (below) and kept in the town hall. The weapons are returned when the owners leave the town (they are escorted to the gate by a level 4 cleric). In addition, no magic-user spells may be cast in Threshold, and offenders who are caught are taken before the town's clerical court for trial (see p37).

Although not illegal, the wearing of any armour is frowned upon. Adventurers can enter or leave the town wearing armour, but are not expected to wear it for shopping expeditions or sight-seeing! Characters who go about openly wearing armour will be questioned by the local guards and escorted to their dwellings unless they are leaving town.

The Clerical Court

The Clerical Court comprises five clerics appointed by Sherlane to oversee the running of the town. It meets at the town hall (T1), and takes a dim view of lawbreakers.

Magic-users or elves caught casting spells are punished with curses (**bestow curse** spell) unless the court can be convinced that there are mitigating circumstances:

First offence: loss of hair, skin turned green colour or covered in pimples (cured by any **remove curse** spell).

Second offence: insomnia (makes rest for regaining spells impossible — cured by **remove curse** from C9 or higher).

Third offence: struck dumb (needs **remove curse** from C14 or higher).

Subsequent offence: indefinite incarceration below Tarnskeep.

Conventional lawbreakers (thieves, and so on) receive correspondingly more mundane sentences; ranging from fines to imprisonment and execution.

The Townsfolk

Most of the town folk are either normal humans or level 1 fighters (50% chance of each). Usually they mind their own business and avoid combat, but if forced into a fight, they defend themselves with daggers or any available object (chairs, bottles, and so on). A number of adventurers and hunters regularly pass through the town, but these characters have a range of levels and should be generated as and when required.

Townsfolk: AC 9; NM or F1; hp 1-8; MV 120' (40'); #AT 1; D variable; Save NM or F1; ML 6; AL L or N; THACO 20 or 19.

Services in Threshold

A wide selection of professions are practised in Threshold, (a comprehensive list can be found on EX37), and if the adventurers wish to visit an NPC's place of work, simply choose a locale and then make a note of its location for future reference. The exact location is not vital, but you will need to know the general whereabouts.

The Town Guard

The guards are quartered at the town hall, with smaller contingents at the town's two gates and, during the day, on the wharves of Fogor Isle (p36). At night, patrols onto the Isle cease, but there are guard posts near the two bridges, and patrols through the main town continue. River guards have the same statistics as town guards.

The purpose of the guard is to maintain law and order, not to terrorise the local citizenry or visitors. They do not usually harass people without a good reason and are normally jovial and well meaning. Characters acting suspiciously will, however, be stopped and questioned; characters with 'illegal' weapons will be asked politely to hand them over and told they can reclaim them from the town hall when they leave.

Patrols consist of six level 1 fighters led by a level 3 sergeant. They may be encountered on the main streets every 4

hours, approximately, and on side streets once every 6 hours. In the event of any disturbance, the local citizenry can call out the guard, but discretion should be used in determining how quickly they respond. Generally a patrol arrives within 1d8+4 rounds, but this should be modified for location and time: if close to a guard post they may come very quickly, but on a dark side street at night it may well take 10 or even 20 minutes for a patrol to arrive!

Guard Sergeant: AC 4 (chain mail & shield); F3; hp 13; MV 90' (30'); #AT 1 sword; D 1d8+1 (inc. S bonus); Save F3; ML 10; AL L; THACO 18 (inc. S bonus).

Guards: AC 5 (chain mail); F1; hp 5; MV 90' (30'); #AT 1 pole arm; D 1d10+1 (inc. S bonus); Save F1; ML 8; AL L; THACO 18 (inc. S bonus).

Clothing: White surcoats bearing an embroidered golden chalice.



INFORMATION

Many rumours and snippets of information can be picked up all over the place in a bustling town like Threshold — even without the characters actively searching for them. All sorts of interesting things can be overheard at the bar of an inn, in the marketplace and so on. (Indeed, this is an ideal place to drop some hints about the scenario you are running after this one!). However, don't be tempted to give too much away. The characters should at least have to buy one or two rounds of drinks.

Specific Locations

There is a 40% chance that any inhabitant of the town knows the location of any specific establishment (armourers, inns and so on), including those you locate yourself. This chance should be modified if the place sought by the party is especially well-known (e.g. the Temple), or particularly obscure (e.g. The Crossed Swords tavern - see TE4).

Local Customs

Most of Threshold's inhabitants are only too willing to pass the time in extolling the virtues of their town to any newcomers. The Patriarch is generally respected and admired, and the guard are also highly thought of (except by members of the local thieves' guild).

Fogor Isle

The patrons of any tavern can tell the PCs that this area of town is shunned by most law-abiding citizens, since it is "unofficially" under the control of the local thieves' guild.

The Black Peak Mountains

The local people look worried at any mention of this notorious mountain range, and warn the PCs not to go there. The townsfolk can tell various stories about hunting expeditions that went into the mountains and never returned. The few that did told of endless attacks by rampaging gnolls.

The Iron Ring

Most of the inhabitants have never heard of this highly secret organisation, but any



evidence of its activities would be of great interest to characters like Sgt. Arthol (**PSV**) who could report it to "the appropriate authorities". If the adventurers are very blatant in their enquiries, word is certain to get back to Golthar.

The Arrival of Golthar, Jolenta et al.

The guards on the gate are very observant, but do not reveal "confidential information" unless they are bought a few drinks. It is common knowledge that Sgt. Arthol and the other guards spend most of their off-duty periods in the Hook and Hatchet Tavern (below) by the old town wall. If given Jolenta's description, any of these can confirm that a blue-eyed lady entered the town a few hours before the party. She was accompanied by two silent, surly men and met by a rat-faced man who led them towards Fogor Isle. Sgt. Arthol is suspicious of the rat-faced man, but cannot remember where he has seen him.

ARRIVAL

Dark smoke rises into the air above the town of Threshold and congeals in a dense writhing mass above its stone walls. A gatehouse towers above the road, and to its right the river flows around an island crowded with buildings. Along the town's wharves, river boats bob up and down at their moorings.

Regardless of the party's route (by river or land), the adventurers are hailed by Sergeant Arthol (**PSV**) when they reach the town. The sergeant is either commanding a riverboat (with eight guards plus crew — see **EX43**) or is on duty at one of the gates. Both town gates are manned at all times by eight guardsmen and a sergeant. A guard patrol boat stops and inspects all vessels approaching Threshold (river guards have the same statistics as other guards).

With the sergeant is one of the town scribes who asks each of the adventurers their name and enters it into a large, leather-bound ledger. When she has finished:

With his huge hands, the sergeant unrolls a scroll of parchment and, giving a mighty cough reminiscent of distant thunder, the sergeant clears his throat.

"Right, we can get this next bit done and then you go in. Threshold is a law abiding 'n' peaceful place. To make sure it stays that way, yer only allowed to carry daggers, swords and staffs. What's more, yer can't cast no magic-user spells in this 'ere town or it'll be up before the clerical court with yer. Any questions? Yer better make 'em quick, I ain't got all day."

The scribe enters details of any weapons left by the adventurers into her ledger, so that there will be no mistakes when the time comes to reclaim them. On no account will Arthol let the characters into the town bearing prohibited weapons.

If asked, he recommends the Hook and Hatchet as a good tavern. He intends to pay a "quick" visit there when he goes off-duty in an hour's time.

IMPORTANT LOCATIONS

Ostlers

Horses, mules, tack and harness are available from a number of dealers (your choice of location), at a *base price* of 200% of **EX19**.

Inns

Inns are very common in Threshold, most streets having at least one. Each time the party enters an inn for the first time, you should decide what kind of establishment it is using the notes below. Be sure to keep a record of where any inn is once the adventurers have visited it.

Inns usually have 1d4x10 patrons and tend to be bustling with activity. The kind of patrons encountered varies with the inn's location — waterfront inns have a high number of stevedores, those near the town hall have a large number of merchants and town guards, and so on (see **EX37** for a list of the various professions). Each time the party enters an inn, make a reaction roll check using the bonus of the character with the highest charisma, to determine how the locals react to the party's presence.

Food and drink are available in all inns, but the quality varies considerably — roll 1d6: a result of 1 means 'terrible'; 3-4 are average; 6 is excellent. Rooms are available in most inns for 1d10+10sp per night, and most can also provide stabling at 1d4sp per horse per night. Characters booking rooms

are provided with a key by the landlord, although, if you wish, some landlords may be dishonest and attempt to steal from the adventurers. In any case, characters should be encouraged to leave bulky items in their rooms since they cannot reasonably carry all their gear every time they venture onto the streets. Alternatively, valuables may be deposited at the town hall (T1).

The Hook and Hatchet

This is the inn favoured by Sgt. Arthol and most of the guards (when off-duty!). It is located next to the old town wall (the thick line that runs parallel with the new town wall and surrounds the town hall). It serves 'above average' food (quality - 5) and can provide both rooms (15sp per night) and stabling (2sp per night).

Hiring Retainers

In each inn there is a 10% chance that there will be 1-2 1st level fighters looking for employment. Otherwise, retainers are often hired via advertisements pasted up around the market square. When calculating the cost of hiring these mercenaries, treat them as "Light or Heavy Footmen" (**EX24**). If the adventurers paste up an advertisement, or otherwise make it obvious they are looking for mercenaries, Golthar will get to hear of it and send one of the thugs to apply for the job (see p38).

Fogor Isle

Fogor Isle is connected to the rest of Threshold by two stone bridges, and serves as the main port and warehousing section of Threshold. Despite the best efforts of the patriarch, the Thieves' Guild still exercise considerable influence here. During the day, the thieves keep a low profile, but after dark, the Isle is fully under Guild control and no guard patrols dare enter.

The streets and alleys of the isle are dark and dingy. Numerous inns are found here as well as various dens of vice which cater for all manner of interests. Small groups of characters (1-3) walking the streets at night are 50% likely to be accosted by groups of thugs (see below). Even during the day, members of large groups (6+) are likely to have their pockets picked by a 6-11th (1d6+5) level thief. The residents of Fogor Isle look after their own, and the town guards, if called during the day, only escort characters out of the area, they do not make arrests anymore. The last group to try, never made it back over Northbridge.

5-8 thugs: AC 7 (leather); FI; hp 5 each; MV 120' (40'); #AT 1 short sword or 4 throwing daggers; D 1-6 or 1-4; Save FI; ML 8; AL N; xp 10 each; THAC0 19 - R 10/20/30.



T1. The Town Hall

This is one of the few stone buildings in Threshold and houses the Clerical Court (see p35). There are always 1d4+1 guard patrols stationed here. Valuables can be left here at a charge of 10% of their value. Confiscated weapons can be collected at any time, but a level 4 cleric then escorts the characters to one of the town gates.

T2. The Temple

The temple is an impressive stone building near the town hall. It is always occupied by 20 clerics who administer to the town's spiritual and physical welfare. Adventurers requesting spells are expected to pay for them (regular worshippers only pay a nominal donation). The cost of spellcasting is 100gp per level of spell; spells up to 4th level can be cast here, any higher spells can only be cast by Sherlane at Tarnskeep.

T3. Cardia's Carpet Service

Cardia operates her carpet service from outside the town hall. Should the party enquire about her, they will find that she is currently flying one of the Patriarch's aides to Specularum and is expected to be gone for at least a week.

GOLTHAR'S PLAN

On arriving in Threshold with his bodyguard Sligh, Golthar (or Karllag, if Golthar was slain in Xitaqa - see PSV) contacted the local Iron Ring cell (comprising four wererats and 10 humans). When Jolenta arrived, he met her at the town gate. All are now staying at the wererats' hideout on Fogor Isle (p38).

Golthar cannot openly show his hand in Threshold, so he has settled on the idea of luring the adventurers at night to a deserted inn (the Crossed Swords - p38) on the wharfside of Fogor Isle. He hopes to mislead them into believing that he is staying there. The inn is actually home to a vicious troll which Golthar hopes will deal with the party. Just in case it doesn't, he will be waiting in ambush outside....

Golthar's plan is outlined in the series of events below. Unless the party is particularly careless, things are unlikely to go as Golthar intends, and it is up to you to determine exactly what results the party's actions will have. It is quite possible that the adventurers will be able to turn the tables on Golthar completely (e.g. if they go the inn, follow Vokos back to the hideout, overcome the sleeping guards there and wait in ambush for Golthar's return).

TE1. Patriarchal Parade

On the morning of the second day, there is a parade from Tarnskeep to the town's temple, headed by the Patriarch Sherlane:

The clash of cymbals and drums resounds down the street accompanied by the blare of horns. White-robed clerics swinging incense burners lead a procession along the main street towards the temple. Next come the musicians and a detachment of town guards wearing their finest surcoats. A large white and gold palanquin held aloft by eight bearers sways down the street. Sitting in the palanquin and smiling warmly at the people below is Patriarch Sherlane.

The townsfolk gather either side of the street to cheer the Patriarch as he passes. During the parade, the adventurers catch a glimpse of Golthar and Jolenta standing across the street from them. Golthar glares at them and moves back into the crowd, followed by Jolenta. The procession fills the street making it impossible for the adventurers to push their way across. By the time they do get across the street Golthar and Jolenta have gone and no one saw where they went.

TE2. Phoney Rescue.

Mafka, an Iron Ring Reaver (level 5 thief - PSV) disguised as an aged fortune teller, is to lure the PCs to the Crossed Swords Inn. Feigning a limp, she stumbles into the path of a run-away cart in full view of the adventurers. Should they leap to her aid, Mafka will apparently reward them by telling their fortune. What she tells them is intended to lead them to the inn:

"I see a tall man in yellow robes... He is here, in Threshold and he searches for something.... I see him quite clearly: he stands outside a building near the river... a sign bearing two crossed swords swings over his head... he — but the picture dims..."

If the adventurers do not attempt to rescue her, Mafka saves herself by falling clumsily to one side before vanishing into the crowd. In the process, she deliberately drops her purse which contains a key bearing a tag with two Crossed Swords on it, and a message from Golthar, marked with the sign of the Iron Ring:

"Meet me tonight at the Inn of the Crossed Swords. The trouble makers are in town and I need your assistance. Golthar."



Notes: Rescuing Mafka by pushing her out of the way of the cart requires a successful Dexterity check. If the character fails, he or she takes 2d4 points of damage, and Mafka stumbles out of the way (see above). If Mafka is not rescued, the adventurers automatically notice the dropped purse and Mafka disappears into the crowd. There is half the normal chance (20%) that any townsperson knows the location of the Crossed Swords Tavern.

TE3. The Iron Ring Sighted

On the first evening in town, the adventurers notice Vokos (see p38) the wererat at the bar of any inn they visit (DM's choice). Vokos has a distinctive 'rat face' and, as he drains his mug, his sleeve drifts down his arm to reveal his Iron Ring brand. Vokos puts the empty tankard on the bar and heads towards the door. If he is called to stop he looks quickly over his shoulder but does not break his stride. Vokos exits through the door just before four town guards enter. The guards block the door and by the time they have entered the inn Vokos has disappeared. If the adventurers physically try to restrain Vokos, the guards will arrest them.

TE4. Outside the Crossed Swords

The inn presents a depressing picture of neglect. The painted sign of two crossed broadswords hangs crookedly from a rotten support. The door, however, is stout and solidly padlocked. If the PCs have Mafka's key (see TE2), it does not fit the lock. All the windows are boarded up on the outside. The roof is sound, and the chimney has been bricked up. Smashing through the window boards requires 50 points of damage, and would make enough noise to attract a large crowd.

Day

To discourage the PCs from entering the inn in the daytime, Golthar has arranged for a group of 12 stevedores to be off-loading a boat nearby. The stevedores have orders to warn off anyone they see attempting to enter the inn.



12 stevedores (fighters): AC 8; F1; hp 4 each; MV 120' (40'); #AT 1 boathook; D 1d4; Save F1; ML 8; AL N; xp 10 each; THACO 19.

Note: Attacking the stevedores attracts a further 1d6x10 stevedores from along the wharfside. A guard patrol arrives after 10 minutes to "escort" the party off the isle.

Night

At dusk, the stevedores leave and the wharf is deserted except for the wererat, Vokos, who takes up position in a shadowy corner near the inn to watch for the adventurers. His orders are to wait for the party to arrive and then report at once to Golthar at the wererats' hideout (see below).

Note: As the characters approach the inn, they automatically notice the shadowy figure of the wererat slipping away down a side-alley and can easily follow him if they wish (see below).

The interior of the Crossed Swords Tavern and its inhabitant are described in **TE7**.

TE5. Through the Alleyways

After seeing the party, Vokos hurries down the back-alleys of Fogor isle to the wererat hideout (see **Map F**). Golthar remains in the wererat hideout (**TE8**) until Vokos arrives. A few minutes after the wererat reports to him, **Golthar** and his bodyguard **Sleigh**, accompanied by **Jolenta**, her **2 Hounds**, plus **4 wererats** (including Vokos) and **5 hired thugs** set out for the inn, leaving behind **5 hired thugs** to guard the hideout. All statistics are given below.

Note: If the adventurers follow Vokos, it is up to you to determine whether he notices them. Even if he does, Vokos will still go to the hide-out, but will alert the occupants of his suspicions. He avoids combat if possible but fights in self-defence if cornered. If he is captured and questioned before reaching the hideout, he tells the adventurers that the 'yellow wizard' is in the cellar of the Crossed swords with 20 fighters and a troll. His excuse for sneaking off is that he wanted to avoid any fighting. He will not reveal the existence of the hideout.

Inhabitants of the Wererat Hide-out

Golthar and Jolenta are described in detail on **PSV**.

Sleigh - Reaver of the Iron Ring (fighter): AC 3 (chain mail & shield +1); F4; hp 26; MV 90' (30'); #AT 1 sword; D 1d8+2 (inc. S bonus); Save F4; ML 10; AL C; xp 75; THACO 15 (inc. S bonus).

Treasure: silver belt buckle (75gp); platinum inlaid scabbard (500gp); 35gp.

4 wererats (inc. Vokos): AC 7 (9); HD 3*; hp 12 each; MV 120' (40'); #AT 1 bite (or 1 short sword); D 1d4 (or 1d6); Save F3; ML 8; AL C; xp 50 each; THACO 17; **BD33**.

Note: The wererats attack in rat form and statistics in brackets refer to their abilities as humans. Their bite can cause lycanthropy.

Treasure: each has 2d10gp and Vokos carries a leather pouch with four gems (value 75gp each), and an engraved silver bracelet (value 150gp).

2 Hounds of the Iron Ring: AC 7 (leather armour); HD 1+1; hp 6 each; MV 120' (40'), 240' (80') mounted; #AT 1 short sword; D 1d6; Save F1; ML 12; AL C; xp 19 each; THACO 16 (inc. ferocity bonus) **PSIV**.

Treasure: each of these hounds has a single gold earring (value 75gp each).

10 thugs (fighters): AC 7 (leather & shield); F1; hp 4 each; MV 120' (40'); #AT 1 short sword; D 1d6; Save F1; ML 8; AL C; xp 10 each; THACO 19.

Treasure: each thug has 2d6gp.

TE6. Ambush

The route of Golthar's party to the Inn follows the same alleyways which Vokos took. When they reach the inn, they wait outside for the adventurers to emerge and then ambush them.

Notes: If the party does not emerge within 1 hour, Golthar and the others examine the inn and, if they discover that the party is not there and/or that inn has not been entered, they return at once to the hideout. If Vokos told Golthar that he thought he was followed to the hideout, then the ambushers will be very wary on their way to or from the inn.

TE7. The Crossed Swords Tavern

The inn is dark inside, even during the day. The whole place is dusty, cobweb-covered, and pervaded by a nauseating stench from the troll in the cellars. The downstairs rooms contain only some broken tables, chairs and benches. The upstairs rooms are empty, save for a few smashed packing crates.

The Troll

The inn's dank cellars are now the home of a foul-smelling troll. It blundered into them via the secret tunnel which connects to Threshold's sewers, if it hears anyone moving around on the ground floor of the inn it climbs up through the trap door and attacks.

1 troll: AC 4; HD 6+3*; hp 39; MV 120' (40'); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save F6; ML 10 (8 if attacked by fire or acid); AL C; xp 650; THACO 13; **EX56**.

The troll regenerates 3 hit points per round starting 3 rounds after being injured. It cannot regenerate damage from fire or acid.

TE8. The Wererat Hideout

The wererats' hideout is surprisingly clean, apart from room c where the wererats sleep on filthy straw beds. There are always five thugs in room b, but unless alerted, they will be asleep. Room d is the kitchen and general eating area. The stairs (area e) are very worn and every step creaks (making it impossible to move silently).

The top floor has been taken over by Golthar (f), his bodyguard Sleigh (h), and Jolenta (g). Hidden in a secret compartment behind the fireplace in Golthar's room are his spell books, and a locked, silver casket (not trapped, value 1350gp) containing:

- a carved ivory comb (500gp), matching brush (750gp), and vanity mirror with platinum frame (1000gp)
- a golden seal bearing the stamp of the Iron Ring (2,500gp)
- a pouch containing 5 gems (1x 1000gp, 4x 500gp)
- a leather purse with 50pp and 200gp.

Leaving Threshold

When they are ready to leave, the PCs can collect their weapons without difficulty, and can follow the trail north-west towards the Black Peak mountains (the Foamfire river is not navigable by watercraft). However, after passing a few outlying farms the trail peters out and the party finds itself in real wilderness.

If the adventurers have not managed to dispose of Golthar by the time they are ready to continue their journey, he will doggedly maintain his pursuit, accompanied by whatever forces he has left. Unless the PCs deal with him on the Trail to the Lost Valley, they will encounter him again, inside the valley itself....

OPTIONAL EVENTS

These events fulfil the same function in Threshold as the **Optional Encounters** (PSVIII) do in the rest of the adventure. Events marked with a "*" can occur more than once, although you should try to alter the event slightly on subsequent occasions.

**TABLE 5 - THRESHOLD
OPTIONAL EVENTS**

Main Day	Town Night	Fogor Isle		Encounter
		Day	Night	
1	1-3	1-4	1-8	No Event
2-3	4-5	5	-	Dogged!
4-8	6	6-10	9	The Thief
9	7	11-13	10	Beggar*
10	8-10	14-15	11-12	Shower*
11-13	11	16	13-14	Wagons*
14-16	12-13	17-18	15	Bear
17	14-18	19-20	16-20	ID Crisis*
18-20	19-20	-	-	Accident*

Dogged!

A crazed, dishevelled individual approaches the player characters in the street. He has a large dog which he leads on a piece of string. The man's name is Chester — a former lumberjack, but following an accident some years ago he now sleeps rough around the town. He fears (incorrectly) that he is going to die shortly and wishes to find a good home for his dog "Jackie". Accordingly, he will do his utmost to persuade the party to take the dog — asking them to feed it well.

1 war dog: AC 7; HD 2+2; hp 15; MV 120' (40'); #AT 1 bite; D 2d4; Save F1; ML 9; AL N; THACO 17.

The Thief

The adventurers become aware of being followed by a grimy character (level 3 thief). If they approach him, he disappears into the crowd, but picks up their trail again later. The thief makes no attempt to rob them but watches where they go. If the PCs deposit their wealth at the town hall, he takes no more interest in them. Should they take it with them to an inn, the thief reports to the thieves' guild on Fogor Isle, and a robbery attempt will be made by two 8th level thieves (hp 28 each) at some time when the adventurers are out. The outcome should be determined according to the precautions taken by the party.

The Beggar

1st Occasion: At any convenient location, one of the characters (chosen at random) is

approached by a pitiable, small urchin who holds out an empty bowl and asks for "a few copper pieces". If any of the adventurers give him anything, they are immediately surrounded by a further 2d10 small children, all clamouring for money. The children follow the characters — dancing round them and getting in their way — until either given some more money, or chased off.

2nd Occasion: The event starts as above, but whether the PCs give the first urchin anything or not, they are soon surrounded by hordes of children. This time however, there are three level 1 thieves in their midst, who use the general jostling as a cover for picking the pockets of as many of the party as possible (+20% bonus).

3 urchin thieves: AC 7 (Dex); T1; hp 2 each; MV 120' (40'); #AT/D Nil; Save T1; ML 6; AL N; xp 10 each; THACO N/A.

Thief abilities: PP - 20%; MS - 20%; HS - 10%

Shower

While walking along any side street, the party is unfortunate enough to pass beneath an upper storey window just as an elderly woman is emptying the contents of her chamber pot onto the street below. Characters who fail a Dexterity check smell so badly until they next bathe, that all reaction rolls involving them are made at a penalty of -2.

Wagons

At any convenient moment, a large, heavy cart comes trundling past the PCs, the driver lashing his horses to greater efforts and the whole vehicle swaying violently from side to side. The driver either fails to see, or decides to ignore the muddy patch dead ahead, and plows straight through it. Unless the characters took evasive action as soon as the cart appeared, 1-2 of them are sprayed from head to foot with a very acrid-smelling mud.

Bear

The party are caught up by a crowd of townsfolk running in the opposite direction. Amid the general tumult of screams and cries, the adventurers hear enough intelligible phrases to be able work out that a wild animal is on the loose. The creature is, in fact, a dancing bear which had been entertaining the crowds near the market. It is currently wreaking havoc in a nearby baker's shop and no-one knows where its owner is.

If the adventurers manage to capture the bear (it is especially fond of currant buns),



they can return it to its owner who is currently in a drunken stupor in a nearby tavern. The grateful owner will reward them with a golden ring bearing a large garnet (value 200gp). If the PCs kill the creature, the owner will be furious when he recovers, and will seek the party out to demand compensation of 500gp.

1 black bear: AC 6; HD 4; hp 24; MV 120' (40'); #AT 2 claws/1 bite; D 1-3/1-3/1-6; Save F2; ML 7; AL N; xp 75; THACO 16; BD26.

ID Crisis

As the party is passing the open door of an inn, a drunk comes rushing out and bumps into one of the PCs (chosen at random). At first, the man is very apologetic, but then starts patting his pockets as though looking for something. Suddenly, his friendly smile turns ugly as he cries, "You thief! You've stolen my money! Hand it over before I call the guard!"

The man is mistaken — he has either left his money in the inn by mistake, or had it stolen before he ran into the party — but unless pacified quickly, he calls for the guard. In this event, you must decide whose story is more convincing and role-play the patrol sergeant accordingly.

Accident

As the party approaches a busy intersection, there is a minor collision between a large wagon carrying barrels and a procession of street entertainers (jugglers, acrobats, fire-eaters and so on). Thanks to the large crowd, neither side can back up with ease and an argument has broken out. Tempers are frayed and, by the time the PCs are close enough to see what is going on, the argument has become a fight. The more unruly elements amongst the crowd seize the opportunity of a free-for-all and two of the adventurers (chosen at random) find themselves struck by bottles (D 1-2). Four guard patrols (led by Sgt. Arthol) will arrive on the scene in d10+6 rounds, and attempt to arrest as many of the combatants as possible.



TOWARDS THE BLACK PEAKS

North of Threshold, the Black Peak mountains thrust skywards and, hidden deep within them lies the Valley of Hutaaka. As the colour tapestry map shows, the easiest route for the party to take from Threshold is along the valley of the Foamfire river, following the course of the Hutaakans' ancient road. A few miles from Threshold, the route along the Foamfire enters the lands claimed by the Gnolls of the Death's Head (see PSVI). Further upstream, the gnolls' territory ends at a majestic waterfall where the Foamfire crashes down from a narrow mountain pass. This pass leads, ultimately, to the gates of Hutaaka.

Through the Valley

The lands of the Death's Head gnolls begin at the point where the Foamfire valley narrows north-west of Threshold.

There are no fixed-location encounters in this part of the adventure, only Events and Optional Encounters (PSVIII). The Events represent the gnolls' reactions to the party's intrusion into their territory, and should occur in the order given. Providing the party keeps moving, the gnolls will be unable to catch it before the gorge (VI, p42). Fighting the gnolls en masse is likely to be suicidal, and the PCs should be discouraged from doing so. Although they are unlikely to be caught by the gnolls, the adventurers should not be aware of this and, if desired, groups of gnolls can be seen to race ahead of the others, eager for the kill and apparently gaining on the party.

Events

VE1. The Old Road

If they follow the river, the adventurers will come across several places where the stones of an ancient road running along the riverbank can be seen.

VE2. Dead Humans

A thin tendril of smoke coils into the air ahead. If the adventurers investigate:

A flock of large black crows suddenly takes to the air, cawing loudly, evidently startled by your approach. Scattered around the smoking remains of a large fire are a few pots and pans, the torn fragments of some bedrolls and a broken spear-shaft.

This was the camp of three hunters killed by the Death's Head tribe. A search of the area reveals numerous footprints (gnoll and human) and patches of blood. A noticeable trail leads northwards up the valley. In the remains of the fire lie the blackened bones of the hunters, thrown there by the gnolls after they had picked them clean. The hunters heads, however, are missing.

VE3. Sacred Ground (see Map VE3)

Ten minutes after the party leaves the hunter's camp, a thick mist begins to roll down the valley. The land grows quiet, and only the slow clop of the horses' hooves breaks the silence. After riding for 10 minutes in any direction:

Thick, dense mist clings to your clothing and moisture drips from the sparse bushes. From all around comes a sound reminiscent of the dull clack of dried bones, and the stench of long dead creatures assails your nostrils. Up ahead, an unsettling wail begins, and three spindly creatures with gory heads loom up at you from out of the mist.

This is the sacred ground where the gnolls dispose of their dead. This area has a charnel reek about it, since gnolls do not bury their dead. Instead, they impale them on sharp stakes and leave them to decay in the open. The site is roughly circular. The corpses of chiefs and bodyguards form a central ring, with leaders and lesser gnolls forming concentric rings around these. Just north of the circle is the hut of Krasgat, the Death's Head gnoll shaman (see p41).

The sacred ground is also home to some ghouls who inhabit a network of underground tunnels (see Map VE3).

The "tall creatures" are actually the heads of the three hunters, impaled on 6-foot poles by the gnolls to appease the spirits of their dead. The wailing is Krasgat in prayer, and she is presently unaware of the party's presence. Her wail is unsettling; the animals grow restless and characters feel it grating on their nerves. She only ceases when the party battles the ghouls (below).

Ghouls

The mist clears slightly, allowing vision up to 30 feet, and through it the characters can see a few of the impaled gnoll corpses. They are in differing states of decay. Some are very old and only parts of the skeletons remain, whereas two nearby corpses are fresh (having been slain by the hunters). All but the latter two have been gnawed by the ghouls. If the adventurers search the ground, footprints can be seen running across the site and ending at a concealed opening to the ghouls' tunnels (see below).

Before the party can explore the site further, two ghouls burst out from a hidden tunnel entrance and attack (gaining surprise on a roll of 1-3, but only if the adventurers failed to find the footprints). Another two ghouls attempt to sneak behind the party before attacking. On hearing this fight, Krasgat ceases wailing.

4 ghouls: AC 6; HD 2*; hp 10, 7, 12, 9; MV 90'(30'); #AT 2 claws/1 bite; D 1-3/1-3/1-3 + paralysis; Save F2; ML 9; AL C; xp 25 each; THACO 18; BD30.

In the Tunnels

If the ghouls are turned or fail a morale check, they retreat via the tunnels to the central chamber where they fight until destroyed. The tunnels are home to 20 giant rats. Each turn the adventurers are in the tunnels, they are attacked by 1d6 rats.

20 giant rats: AC 7; HD 1/4; hp 2 each; MV 120'(40'); #AT 1 bite; D 1-3 + disease; Save NM; ML 8; AL N; xp 6 each; THACO 19; BD36.



The tunnels' concealed entry points are marked on the map and are as well hidden as secret doors. Since the tunnels are only 3 feet high, characters in them restricted to the use of daggers and hand-axes. The central chamber, however, is 8 feet high.

On a rough shelf in the ghouls' chamber are two drinking vessels made from shrunken human skulls, each contains a potion of undead control.

The Shaman

Krasgat the gnoll shaman becomes aware of the adventurers' presence during their fight with the ghouls, and sends one of her helpers to get aid. The helper will find a war-party consisting of a gnoll leader and 10 ordinary gnolls, and return with them to the sacred ground 4 turns after setting out.

Krasgat the Gnoll Shaman

Krasgat is shaman (or cleric) of the Death's Head gnolls, and is responsible for watching over their sacred ground. She is assisted by 4 ordinary gnolls.

Appearance: Female, old, bald, she and her helpers make their faces and arms deathly white with smeared ash.

Clothing: Filthy cloak made from the skins of the tribe's enemies (including humans, dwarves, goblins and orcs); necklace of finger bones of various victims.

Note: Krasgat's spell casting is far more animated than a normal cleric's. When casting a spell, she leaps around, shrieking and waving her bone rattle at her victim. An ear splitting howl marks the end of the spell.

AC 6; HD 3**; hp 14; MV 90' (30'); #AT 1 spiked club; D 1d4+2; Save C6; ML 9 or 12; AL C; xp 65; THACO 17.

Spells:

1st level: **cause fear**, **darkness**

2nd level: **blight**, **hold person**

3rd level: **curse** (reduces Dex to half normal)

Gear: spiked club (made from a goblin skull embedded with iron spikes); bone rattle (made from an elf skull); elf-skin pouch containing 4 coloured stones used for divinations, a stone sacrificial knife, a ball of string and two stoppered kobold skulls. One of these holds 2 potions of healing and the other a potion of speed.

Although she would prefer not to attack until more gnolls arrive, Krasgat has no wish to let the "defilers" escape, and watches them carefully while remaining hidden in the mist. The adventurers will have the feeling they are being watched but cannot tell from where. Strange noises

from around the site (as bones rattle together and unseen rats scuttle) add to the atmosphere.

Krasgat and her helpers attack only if the adventurers approach her hut or are about to leave the sacred ground. First, the shaman casts her **blight** spell. Then, as her three helpers rush in, she casts her **hold person** spell, followed by **cause fear**. She then enters the fray, swinging her spiked club. If the fight goes against, her she casts her **darkness** spell and flees.

Krasgat's Hut

Inside Krasgat's wooden hut are a selection of humanoid and animal skulls, and a bed of mangy furs. Hidden under the skulls is a leather backpack containing dried herbs, a pouch and a scroll case. The pouch holds five amber gems (value - 100gp each), and a clerical scroll in the case has the spells **cure light wounds**, **hold person**, **striking** and **neutralise poison**. Built against the hut is a lean-to where the helpers live. Inside are four beds of furs, one of which hides 23ep.

Fleeing Up the Valley

VE4. Smoke and Drums

Three hours after the adventurers leave the burial ground, the mist clears and they notice plumes of dark smoke rising into the air behind them. These are gnoll signalling fires informing hunting bands that strangers have defiled the burial grounds, and calling them together to form a war-party.

Over the next few hours, more smoke columns appear behind the adventurers and they then spot a large group of humanoids moving up the valley two or three miles behind them. These are a gnoll war-party (1 gnoll leader, 1 ogre, and 30 ordinary gnolls). The gnolls are chasing the adventurers and howling for their blood.

As they continue up the valley, the adventurers catch occasional glimpses of the war-party across the rolling terrain. By day, the plumes of smoke are always visible and, at night, the sound of gnoll drums echoes around the valley.

VE5. Ambush

A hunting party consisting of a gnoll leader and 12 ordinary gnolls has set an ambush for the party. The gnolls intend to throw their spears as the party passes and then leap out to attack with their swords. They have the normal chance of gaining surprise. If they do not, then the adventurers spot the would-be ambushers while they are still 100 yards away.



The Death's Head Gnolls

The Gnolls of the Death's Head tribe (Galt-Kalat - see PSVI) are a powerful tribe led by Gragszt, their warlord. Gragszt and his bodyguards ride large boars.

Morale: At first, the gnolls' morale is 9, but after the party passes through their sacred ground, it rises to 12. The numbers in brackets refer to the morale of the ordinary gnolls after their leader has been killed.

Gragszt (gnoll chieftain): AC 3 (chain mail & shield +1); HD 3; hp 20; MV 90' (30'), 120' (40') mounted; #AT 1 spear or 1 battle-axe +1; D 1d6+2 or 1d8+3; Save F4; ML 11; AL C; xp 35; THACO 16 or 17-R 20/40/60; **BD30.**

4 gnoll bodyguards: AC 4 (chain mail & shield); HD 2+1; hp 17 each; MV 90' (30'), 120' (40') mounted; #AT 1 spear or axe; D 1d6+1 or 1d8+1; Save F3; ML 11 or 12; AL C; xp 25 each; THACO 17-R 20/40/60; **BD30.**

5 large boars: AC 6; HD 5; hp 18 each; MV 120' (40'); #AT 1 tusk; D 3d4; Save F5; ML as rider or 10 : AL N; xp 175 each; THACO 15; **BD27** (larger version of normal boar).

8 gnoll leaders: AC 5 (chain mail); HD 2; hp 16 each; MV 90' (30'); #AT 1 battle-axe; D 1d8+1; Save F2; ML 9 or 12; AL C; xp 20 each; THACO 17; **BD30.**

170 ordinary gnolls: AC 5; HD 2; hp 8 each; MV 90' (30'); #AT 1 spear (3 each) or sword; D 1d6+1 or 1d8+1; Save F2; ML 9 (7) or 12 (10) (see below); AL C; xp 20 each; THACO 18 - R 20/40/60; **BD30.**

4 ogres: AC 5; HD 4+1; hp 19 each; MV 90' (30'); #AT 1 large club; D 1d8+2; Save F4; ML 10; AL C; xp 125 each; THACO 15; **BD35.**

Treasure: Gragszt has 150 gp-worth of mixed coins and cheap jewellery. His bodyguards have 75gp worth, the leaders and the ordinary gnolls each have 2d10gp.



V1. The Gorge (Maps V & VI)

Here, at the head of a narrow gorge, the river falls 320 feet from the mountain pass to the valley below. At the base of the falls, the Hutaakans' ancient road enters a tunnel that spirals up to the pass:

Huge spumes of white spray rise into the air where the river thunders down a mighty waterfall. The air is very damp and water runs in rivulets down every available surface. At the foot of the falls, a mass of wild white water thunders and churns. On the west side of the river, the ancient road can be seen winding its way up to a dark tunnel opening. At the top of the falls, a squat stone structure can just be seen.

By the time the adventurers near the gorge at the head of the valley, the number of gnolls has grown ominously to include the whole tribe. How far the gnolls are behind the party depends on the party's speed of travel. Characters on foot or on warhorses are now closely pursued by the advance group of gnolls (see below) — a mere 200 yards behind. Characters on riding horses have greatly outdistanced the gnolls, but the gnolls can still be seen doggedly pursuing the party.

If close enough, the gnoll war-party follows them into the gorge, completely blocking any escape. The gnolls' intention is to drive the adventurers into the tunnels, for they are certain that the steel statues in the tower on the bridge (see below) will make short work of the party.

Unless the adventurers head straight for the tunnel entrance, the advance party consisting of **40 ordinary gnolls** and **2 gnoll leaders**, led by the **3 ogres** rush them and try to drive them into the tunnel. If this fails, the remaining gnolls will advance relentlessly towards the party en masse. Since they do not possess any magical weapons, the gnolls are terrified of the statues which guard the tower on the bridge and so will not even enter the tunnel.

Passage of the Ancients

The thunderous roar of the falls follows you into the tunnel, and echoes around its damp and dripping walls. A short way ahead, the tunnel bends to the right, and begins to ascend in broad steps. The undisturbed mud on the floor tells you that no-one has been here for many years.

The tunnel is 20 feet high and 20 feet wide, and spirals up to the bridge over the falls.

Tower on the Bridge

At the top, the tunnel stairway opens out directly above the raging torrent, mere yards from where it falls into the valley below. Spanning the river between the tunnel mouth and the far side is a wide stone bridge which is straddled, half-way across, by a squat, crumbling stone tower. Between you and the tower, three mouldering skeletons lie, face-downwards, on the flagstones. A road, cut into the cliff-like side of the pass, runs from the far side of the bridge, climbing steeply to your left.

The skeletons are of gnolls killed by the living statues (see below). If the party search the skeletons, they discover that every piece of iron and steel from their weapons and gear is gone.

The bridge is 20 feet wide and 80 feet long. The 20-foot-square tower spreads across the width of the bridge and has a bronze door on either side to allow passage across. The doors are currently closed. Close examination of the nearer door reveals an engraved pattern, almost obscured by verdigris, of entwined needles and threads.

Only the ground floor of the tower is intact. It consists of a single, bare, windowless room, and is occupied by two steel living statues left here as guards by the Hutaakans.

2 steel statues: AC 1; HD 5**; hp 22 each; MV 30' (10'); #AT 2 fists; D 1d8/1d8; Save F5; ML 12; AL N; xp 425 each; THAC0 15; New Monsters.

Note: If struck by non-magical iron/steel weapons, the weapon does no damage but sticks to the statue and is absorbed in 1 round (statue gains 1d4+1 hp). Magical weapons do normal damage.

The statues attack anyone entering the room unless shown one of the magical silver needles (see **The Hutaakan Tapestries**, p4). In this event, they stand smartly to one side and bow as the adventurers pass.

Lying on the floor is a wand of polymorphing (3 charges), and a scroll with lightning bolt, haste, confusion and magic missile (3 missiles).

The Mountain Pass

Above the waterfall, the Hutaakans' ancient road climbs up through a narrow mountain pass to the gates of Hutaaka — The Lost Valley. This part of the adventure uses a mixture of **Events**, **Fixed Encounters** and **Optional Encounters** (see **PSVIII**).

Horses and Mules

In places the road is unsafe for the passage of horses and mules. Where there is a chance of an animal falling (see below) the base chance is given, and the following, cumulative, modifiers to the die roll should be used, according to circumstances:

Animal is	Die modifier
a mule	+2
a horse	0
carrying pack	-2
being ridden*	-2
no pack and unridden	0
being led**	+2

* Riders can leap to safety if they make a successful saving throw vs. Wands. Characters who fail, fall 1d8x10 feet before landing on a ledge and suffering 1d6 points of damage per 10 foot fallen. Their mounts fall to their deaths.

** An animal which is being led can be saved if the characters leading it roll less than their combined strength on 3d10, otherwise it falls to its death.

Events

The High Road

The road is cut into the side of the pass and ascends steeply. Rising above it is a sheer rock wall and on the other side is a drop of hundreds of feet to the Foamfire river below. The road is in a poor state of repair and is overgrown in places, but is clearly visible snaking out ahead. The following features may be repeated as often as desired, in whatever locations you deem suitable:

VE6. Stream

Occasional streams cross the road. Some are spanned by small bridges, while others have eroded channels across the road's surface.

VE7. Broken Road (Map VE7)

In places, sections of the road have fallen away, leaving a rough, rocky, sloping area to be crossed above a drop of 900 or more feet. Characters have no difficulty crossing these sections but mules or horses fall on a modified roll of 1-4 on 1d20 (see above).



VE8. Rockfall (Map VE8)

Numerous large rocks and boulders lie scattered across the road and, as the adventurers approach, a few small, harmless stones tumble down from the cliff-face. The characters can pass safely if they dismount and pass in single file. Riding past or walking past as a group, however, results in a dangerous rockfall; characters and animals must make a saving throw vs. Wands or suffer 2d6 points of damage from falling rocks. Animals will also fall on a modified roll of 1-4 on 1d20 (see above).

VE9. Narrow Road (Map VE9)

The road has collapsed here and all that remains is a narrow ledge 1-2 feet wide. War horses can be led along the ledge, but persuading mules and other horses will be difficult, requiring those leading them to have a combined strength of 20 or more. Any animal crossing the ledge will fall on a modified roll of 1-7 on 1d20 (see above).

Fixed Encounters

V2. The High Bridge

A high, 20-foot-wide, arching bridge spans a 200-foot-wide gorge which joins the main pass. Although it has a parapet running along either side, the bridge is crumbling in places and looks very unsafe. Small pieces of it drop away and plummet hundreds of feet to the chasm floor as the party crosses. Despite its appearance, the bridge is safe. When half-way across, however, the party's mounts are attacked by two griffons who swoop in from the side-gorge.

The griffons are 200 yards away and take 2 rounds to reach the party. Their screeching causes any riding horses and mules to panic (war horses are unaffected). Characters leading horses or mules must roll less than their Strength on 3d10, or the beasts will break away from them. Mounted characters must make a saving throw vs. Wands to control their mounts or be thrown to the bridge for 1d6 points of damage.

Loose horses and mules rush headlong for the far side of the bridge, and the griffons, ignoring the adventurers, attempt to kill them and carry them off.

2 griffons: AC 5; HD 7; hp 38, 23; MV 120' (40')/flying MV 360' (120'); #AT 2 claws/1 bite; D 1-4/1-4/2-12; Save F4; ML 8; AL N; xp 450 each; THACO 18; EX51.

V3. Fallen Bridge (Map V3)

A second gorge (200 feet wide) meets the main pass. It too was once spanned by a bridge, but this collapsed long ago. The

sides of the gorge have many narrow ledges along them (see Map V3). The walls of the gorge are very rough, giving a thief a 10% bonus on attempts to climb it. Any other characters (not in metal armour) have a standard 10% chance. Rolls should be made for each climb between ledges. Characters who fall land on the ledge below taking 1d6 points of damage for each 10 feet fallen. Characters securely roped from above are not harmed by falls.

Giant Lizard

At the bottom of the gorge, the adventurers notice a nearby cave:

A dark cave-mouth leads into the rockface. From it comes a disgusting lizard with pebble-coloured, olive skin. Large white spikes stand erect from its back. It stares stupidly at you before thundering to the attack.

The lizard is a giant tuatara. If it fails a morale check, the lizard retreats to its cave where it fights to the death if pursued.

1 tuatara lizard: AC 4; HD 6; hp 26; MV 90' (30'); #AT 2 claws/1 bite; D 1-4/1-4/2-12; Save F3; ML 6; AL N; xp 275; THACO 14; BD32.

The cave is a small noxious place. Half-decayed, animal carcasses lie strewn around the floor in a sticky mess. Anyone searching through this must make a saving throw vs. Poison or contract a disease which temporarily lowers Strength and Constitution by 1 point per week for 1d3 weeks.

Mountain Rattler

The first character to climb the far side of the chasm encounters, half-way up, a poisonous, mountain rattle-snake. The climber may hear the snake (requires a *hear noise* roll for a thief or a roll of 1 on 1d6 for other characters) and may attempt to avoid it (requires a successful *move silently* roll for a thief, other classes have a 10% chance). If the attempt fails, the snake attacks. Characters attacking the snake must make a successful Dexterity check each round, or fall off the chasm wall.

1 mountain rattle-snake: AC 7; HD 1*; hp 3; MV 90' (30'); #AT 1 bite + poison; D 1 + poison of 2-5 points of damage; Save F1; ML 7; AL N; xp 13; THACO 19; New Monster.

V4. Gateway to Hutaaka (Map V4)

The only route into the Lost Valley of Hutaaka available to the adventurers is at the head of the ancient road from the gnolls' valley. At every other point around the valley, the surrounding mountains are impassable.



Outside the Gates

After rounding a bend, the road ends suddenly at a sheer drop above a gorge. On the far side, a rock wall bars the only way forwards. The wall is pierced by a pair of large stone gates, but the spans of the bridge which once led to them have long since collapsed. All that remain are a rank of jagged stone pillars which rise from the depths of the gorge.

The chasm is 200 feet deep and 200 feet wide (see Map V4). Ledges on both rock faces make the climb rather easier (cf. V3).

The Gates

On the far side of the gorge, at the foot of the 40-foot-high wall is a narrow ledge (2 feet wide). The gates are 15 feet high and 20 feet wide, and are decorated with unintelligible geometric designs. They are closed with heavy iron bars on the far side and open away from the gorge.

Standing beside the ancient roadway just inside the gates are two 12-foot-tall rock living statues with jackal heads. These will attack anyone who opens the gates (e.g. by using a *knock* spell) or approaches within 20 feet, unless shown one of the magical needles (see *The Hutaakan Tapestries*, p4).

2 rock living statues: AC 4; HD 5*; hp 28, 36; MV 60' (20'); #AT 2 squirts of magma; D 2-12/2-12; Save F5; ML 12; AL N; xp 300 each; THACO 15; BD32.

The wall can be climbed by a thief (normal chance) and has a flat top, 10 feet wide. Twelve ravens nest here, however, and they attempt to frighten characters climbing the walls away by cawing and swooping at them. They do not attack, and flee if one is killed. The statues are clearly visible from the top of the wall and may easily be avoided when descending the far side.

12 ravens: AC 7; HD 1/2; hp 1-2 each; MV 12' (4'); flying 360' (120'); #AT 1 beak; D 1; Save NM; ML 5; AL N; xp 5 each; THACO 19; New Monster.



THE LOST VALLEY OF HUTAAKA



44 THE LOST VALLEY (*The Warring Factions*)

Hutaaka is now only a dim shadow of its former grandeur. Most of it lies deserted and many of its once fine buildings are little more than crumbling shells. The eastern half of the valley where the adventurers enter is desolate (see **First Impressions**, p45), but war rages in the western part, a war in which the adventurers have an important role to play. In addition, the characters are faced with the menace of Kartoeba (see **New Monsters**), a timeless evil which preys on the valley's inhabitants. Only after the destruction of Kartoeba can the adventurers discover Hutaaka's hidden wealth.

The Warring Factions

Throughout the inter-tribal wars, (see **Adventure Background**, p4) the Hutaakans' main stronghold was in the buildings near the Temple of Pflarr. Here they fended off Traldar attacks and conducted rites to hold the temple's darker inhabitants at bay. Most feared of these is the mindless monstrosity known as Kartoeba, but the Hutaakan's dead did not sleep easily either, and they too had to be restrained.

Five months ago, the Hutaakans were driven from the temple by the Traldar who took it over, despoiling the last of Hutaaka's finery as they did so. Worse, the Traldar knew nothing of the rites needed to restrain the denizens of the temple which have escaped to stalk the valley by night.

The Traldar are aware that the creatures which force them to hide behind locked doors at night come from the temple, but lack the means to defeat them. The Hutaakans on the other hand are desperate to perform the rites which they believe will placate the stalking horrors but cannot reach the temple....

Both the Hutaakans and Traldar speak a dialect of the common tongue. The adventurers' arrival gives both sides an opportunity to gain valuable allies. Although the initial meeting between the party and the inhabitants may not be on the best of terms (see **Meeting the Inhabitants**, p46), both groups soon realise the potential of the



outsiders as allies and use any means necessary — persuasion, bargaining, flattery, deceit or bribery — to win the adventurers over.

Although each faction tries to present itself in a good light, both have a darker side which the adventurers may discover. Which group the adventurers ally with (or whether they ally with anyone at all) is entirely up to the players. It is also quite possible for the party to change sides during the adventure, since their former foes would readily welcome them.

The Hutaakans and Traldar are fully described on pages 47 & 48.

Creatures from the Temple

Legions of Undead

The Temple of Pflarr housed the corpses of innumerable former inhabitants of Hutaaka. Following the expulsion of the Hutaakans from the temple, many of the undead now roam the ruins of valley at night, hiding by day in deserted buildings (see **Ancient Structures**, below). Details of the undead are given in **The Haunters of the Temple** (p52).

Kartoeba

Living deep underneath the temple of Pflarr is the ageless being Kartoeba (see **New Monsters**, p55). Placated for millennia by the Hutaakan priests, Kartoeba now roams from its lair, avoiding the light of day and seeking victims by night. Although they will see clear signs of Kartoeba during the adventure, the characters should not actually meet it until they track it to its lair (see **HE7**, p50).

Adventuring In Hutaaka

Hutaaka is divided into two halves and the entrance to the valley lies in the unoccupied eastern half, where only wild animals and undead are encountered. On crossing into the western half the adventurers encounter the Traldar and the Hutaakans (see **Meeting the Inhabitants**, p46).

Eastern Hutaaka

As the party explores the eastern part of Hutaaka, you should emphasise the strange desolation of the valley while, at the same time, hinting that the characters are far from alone. During this time, the party will come across many abandoned buildings and other structures. These features and their occupants are described in **Ancient Structures**, below).

First Impressions (Map H)

When the adventurers can first see into the lost valley (see **V4. Gateway to Hutaaka**, p43):

Beyond the wall, a broad valley hemmed in on all sides by sheer mountains stretches away northwards into the haze. Like the road which led you here, the glories of those ancient ones are long-since faded. The stones of the trail leading along the valley floor are overgrown and are flanked by decaying, deserted buildings. Higher up the valley walls, other low structures cling to the rock faces, but these too have fallen victim to the passage of time. Nothing moves save the wind, and a deathly silence swallows up the sounds of your footsteps.

In the valley, no birds or insects can be heard. Only the sound of the party's footfalls breaks the unnatural silence adding to the adventurers' disquiet. This unease can take many forms: a tingling down the spine, the feeling of being watched, a soft noise heard by only one person, an unaccountable sweating of the palms or an itch between the shoulder-blades.

The following atmosphere-building events can be used in any order and each may be used several times:

Loose Rocks: A skitter of falling loose rocks is clearly heard. The source of the sound should be hidden, and the adventurers will not be able to find the cause.

Footprints: Strange footprints are found in a soft piece of ground. These can be human, Hutaakan (narrow, clawed human-like feet) or giant foot-pad lizard prints.

Glimpse: One of the adventurers briefly glimpses a dark, moving shape out of the corner of his or her eye. On searching the area, footprints may be found (or nothing at all).

Trap: A large boulder rolls down a slope towards the party. Each character must make a successful saving throw vs. Wands at +4 to avoid the rock, or be hit for 2d6 points of damage.

Distant Wail: Echoing off the cliff walls and disturbing the valley's silence is an unnerving cry from a distant Traldar vocal (see p48).

Restless Dead: During the night, the adventurers will catch sight of many dim shapes moving through the gloom.



These are the undead of the valley (skeletons and zombies), who wander the darkness, mindlessly performing meaningless rituals or acting out scenes from their former lives. They avoid the adventurers and only attack in self-defence.

Scream in the Dark!: During the night, the blood-curdling scream of one of Kartoeba's victims echoes around the valley, immediately waking any sleeping adventurers. Even if they investigate, the adventurers will not encounter the fiend and can discover nothing in the dark. In the morning, however, they find a slime-covered piece of Hutaakan clothing lying on the trail. Kartoeba's slime trail peters out after only a few yards.

Ancient Structures

There are many decaying buildings in the valley, standing either singly or in close, village-like clusters (see **Map H**). Most are single-storey structures with only a few rooms, and are either free-standing or built into the rock (cf. **Xitaqa** - p24). The valley also contains many other Hutaakan structures, including statues, ornamented shrines, fountains and arches (see **Map H**).

In most cases, nearly every trace of Hutaakan decoration or finery has been systematically smashed and erased by the Traldar. Only the decoration in the temple of Pflarr remains intact (see p50).

TABLE 6 - RANDOM CREATURES FOR DESERTED STRUCTURES

Die roll	Creature
1-5	Deserted
6-8	Harmless mammal, snake, lizard
9-10	3-6 stirges*
11	1-3 hellhounds*
12-13	1 insect swarm*
14	1-2 mountain lion*
15-16	2-4 wild footpad lizards*
17-20	Undead*

* (see Optional Encounters - PSVIII)



The many structures are clearly visible, and it is likely that the adventurers will investigate some of them. Most are bare and deserted, but Tables 6 and 7 describe the kinds of creatures and objects which may be found in or by them. You can either choose which creatures and/or objects to use or else determine these at random (roll 1d20 for each table).

TABLE 7 - RANDOM OBJECTS FOR DESERTED STRUCTURES

Die roll	Object
1-5	Nothing
6-9	mundane utensils (bowls, cups etc.)
10-11	defaced/smashed Hutaakan statues
12-13	defaced frescoes of Hutaaka's splendour
14-15	broken manacles/slave chains
16	ancient, rusting armour
17	ancient, rusting weapons
18-20	bone comb and hairpins (5sp)

Meeting the Inhabitants

The party's first face-to-face encounter with the inhabitants of Hutaaka takes place during daylight, shortly after they cross into the western half of the valley.

Traldar

The adventurers come across three dead Traldar warriors slumped near an empty building. These were ambushed from the building by 14 Hutaakans who quickly left the scene and concealed themselves behind some nearby rocks.

Whether or not the adventurers investigate, **8 Traldar warriors and a vocal** suddenly come into view, all of them mounted on **giant foot-pad lizards**. Since it appears to the new arrivals that the party has killed their kinfolk, they are not friendly. Any hostile move by the party causes the Traldar to attack but, since they are unsure who the strangers are, they are willing to talk first.

At first, the Traldar accuse the party of slaying their kin and are very suspicious, although one of them mutters that the strangers are "just like us — not at all like the mutts". You should base the outcome of any discussion on how well the adventurers protest their innocence. Several facts may be noted and used by the adventurers:

- the PCs' weapons are unbloodied.
- a spear in one of the dead Traldar is not theirs (the Traldar can identify it as Hutaakan).
- the other two corpses have been slashed by claws.
- long, clawed (Hutaakan) footprints lead away from the building.

If the Traldar are not satisfied, they attack, but if good relations are established and they are convinced that the Hutaakans were the culprits, they ask the adventurers to help them track down the "mutts" (Hutaakans - see below). They spot the tracks if the adventurers do not.

Hutaakans

The Hutaakan group which killed the three Traldar consists of **6 minor priests** and **8 warriors**. They are hiding behind rocks above a shallow gulley 200 yards from the building.

If the party and the Traldar begin to fight, the Hutaakans watch until convinced of the party's strength and then hurry to the aid of the newcomers in the hope of gaining their friendship. If, on the other hand, the party and the Traldar follow the Hutaakans' tracks (which lead into the gulley below the Hutaakans' position) the Hutaakans ambush their pursuers.

Back to the Village

If either group succeeds in befriending the party, the adventurers are offered the hospitality of their village (H1 or H2) and, if this is accepted, are taken there directly (see p47). The party's guides are friendly but say little, leaving it to their leader (Kforedz or Guri-ben-Kaal) to win the support of the adventurers. Each side does its best to present itself in the best possible light, and depicts its opponents as "evil barbarians" on the one hand, and "despotic slave-masters" on the other. See **Attitudes and Tactics** (p47) for specific details. If absolutely necessary, the leaders can offer a monetary incentive (see **NPCs, PSV-VI**).

Western Hutaaka

Each of the events described below has two perspectives, depending on which side the PCs have joined. The adventurers should also have the opportunity to change their allegiance. The events should be used as

you see fit, but do not try to have too much happen in too short a time. The adventurers should have enough time to piece together a rough picture of the relations between the two races, but should neither encounter Kartoeba nor enter the temple (H5) until the rest of the events have been played through. Try to create an atmosphere of mystery and lurking evil, gradually revealing the more unsavoury side of each race. Give the adventurers plenty of chances to ally with one side or the other. If they try to remain independent and do not have the protection of either race's fortifications, look-outs, scouts and so on, they will have their work cut out just surviving the other perils in the valley!

Inter-tribal Warfare

The inter-tribal warfare between the Hutaakans and Traldar makes travel anywhere in the western part of Hutaaka a risky business. This is reflected by the frequency of **optional encounters** (PSVIII) with war parties. The following events also occur:

HE1. Hutaakan Ceremony

Hutaakans: A group of **14 Hutaakan minor priests** led by **Kforedz** try to placate the creatures from the temple with an all-night ceremony in a ruined shrine (DM's choice of location). The ceremony will have no useful effect, however, and provokes undead from the surrounding area to attack the shrine just after midnight. The undead — **12 skeletons and 6 zombies** — are *pawns* (see p52) of the ghouls in the temple.

Traldar: Although a scout from a Traldar raiding party observes the Hutaakans' preparations, the humans will not intervene at night. At dawn, however, the raiders (**8 warriors, 1 vocal and 9 giant foot-pad lizards**) set out to attack the priests.

Party actions:

With the **Hutaakans** — the adventurers are asked to attend the ceremony. When the undead arrive, the **minor priests** flee. If the party defeats the undead, Kforedz completes the ceremony herself. Soon after dawn the adventurers and priestess are attacked by the Traldar.

With the **Traldar** — the adventurers are told of the ceremony by the scout and asked to observe and disrupt it if possible. Kforedz and the priests successfully turn/destroy the undead in 6 rounds, with the loss of 3 priests.

HE2. Old Enemy

The adventurers learn from a scout that "an outsider" has entered the valley and has contacted the other group. Since the

INHABITANTS OF HUTAAKA

HUTAAKANS (see p48)

In all, there are 247 Hutaakans: 45 minor priests, 76 warriors and 126 others. Their leader is the Priestess Kforedz (see PSV). There are many craftsmen and artists amongst the Hutaakans, but all wear long, sombre-coloured robes with the occasional simple item of jewellery.

Fortified Village

Most of the Hutaakans now live in the village of Byxata (Maps H & H1). A stone wall provides some fortification against attack, and a watch of 25 guards is maintained on the ramparts at all times. Behind the stone wall are approximately 20 buildings, mostly single storey. Those marked **a** are food stores; **b** are the dwellings of ordinary Hutaakans; and **c** is the building used by the Priestess, Kforedz and her assistants (5 minor priests).

Treasure

The Hutaakans lost much of their wealth in withdrawing to the valley, and more still has been paid in tribute to Kartoeba (see H5i, p51). Nevertheless, Kforedz's dwelling contains jewellery and works of art worth a total of 5000gp.

Attitudes and Tactics

The Hutaakans are a haughty, callous race dominated by priests of Pflarr — an amoral deity of crafts. However, they see themselves as a sensitive, civilised, intellectual people, suffering as a result of their cultured, pacifist nature.

They refer to the Traldar as "Wreckers" — barbarians from outside the valley who repaid the Hutaakans' offers of friendship with bloodshed and the destruction of all the things which the Hutaakans hold dear. No mention whatsoever is made of the Traldars' previous enslavement.

The Hutaakans lay great stress on their expulsion from the temple and the subsequent release of the terrible creatures which they had hitherto "selflessly" kept in check. They claim that they are the major victims of these creatures and that the humans engineered their release in order to destroy the Hutaakans.

The Hutaakans are not boldly aggressive, but fight without mercy when forced. They prefer to ambush enemies and attack with missile weapons if possible.

Minor Hutaakan priest: AC 6; C2; hp 9 or 12; MV 90' (30'); #AT 1 mace; D 1-6; Save C2; ML 8; AL N; xp 25; THACO 19; see p48.

Spells:

1st level: cure light wounds or cause fear

Treasure: each priest has a star symbol (value - 10gp) and 15gp.

Hutaakan warrior: AC 5; HD 1; hp 5; MV 90' (30'); #AT 1 spear, short sword or sling stone; D 1-6, 1d6 or 1d4; Save F1; ML 9; AL N; xp 10; THACO 19; see p48.

Treasure: each warrior has 2d8 gp worth of coins and jewellery.

Other Hutaakans: AC 8; HD 1-1; hp 3; MV 90' (30'); #AT 1 club or dagger; D 1-4; Save NM; ML 6; AL N; xp 5; THACO 20; see p48.

Treasure: each one has 2d4 gp worth of coins and jewellery.

TRALDAR (see p48)

There is a total of 254 Traldar led by the Warrior-chief Guri-ben-Kaal: 108 warriors, 18 vocals and 128 others. They have 53 giant foot-pad lizard mounts which they have trained both as war mounts and pack animals. These lizards are fairly docile and may easily be ridden and/or led by the adventurers, but they will attack Hutaakans on sight unless controlled.

The ordinary Traldar dress in brightly-coloured, coarse-spun cloth, whereas many of the warriors wear lizard skins (counts as leather armour).

The Temple Precinct

Following their expulsion of the Hutaakans from the Temple of Pflarr (see p50), the Traldar now live in the fortified cluster of buildings nearby (see Map H2). There are about 20 buildings surrounded by a 15-foot-high stone wall and a 10-foot-deep ditch. The Traldan chief Guri-ben-Kaal (see PSVI) lives in the three storey building near the middle of the compound (**a**) and two look-outs are always posted on the roof. The buildings marked **b** are stables for the foot-pad lizards and have saddles, bridles and saddlebags for the lizards.

Treasure

The Traldar's only valuables are items of jewellery and other artefacts which they have looted from their former masters. Guri-ben-Kaal "looks after" most of these items which are worth a total of 7500gp.

Attitudes and Tactics

The Traldar are a cruel and embittered people, but they present themselves to the adventurers as down-trodden freedom-fighters, maintaining that the Hutaakans enslaved and harshly exploited them from the first. They will not mention that the Hutaakans were, for many years, benevolent mentors. Although the humans have few craftsmen and must scavenge for manufactured goods or steal them from the Hutaakans (whom they refer to as "Mutts"), they attribute the Hutaakans' cultural achievements solely to human hard work and creativity.

In battle the Traldar are aggressive and bloodthirsty. They have a great fear of the dark, however, and always barricade themselves indoors at night. This fear of the dark has largely protected the humans from the roaming creatures of the temple. The Traldar will omit to mention that they drove the priests out of the temple, maintaining that the creatures were deliberately unleashed by the Hutaakan priests and only attack humans.

Traldan warrior: AC 6; HD 1+1; hp 6; MV 120' (40'); #AT 1 spear or hand axe; D 1d6+1; Save F1; ML 10; AL N; xp 19; THACO 17; see p48.

Treasure: each carries 3d4 gp worth of coins.

Traldan vocal: AC 9; HD 1*; hp 5; MV 120' (40'); #AT 1 shout or 1 dagger; D Special or 1d4; Save F1; ML 9; AL N; xp 23; THACO 19; see p48.

Treasure: each vocal has 2d10 gp worth of coins and jewellery.

Other Traldar: AC 9; HD 1-1; hp 3; MV 120' (40'); #AT 1 dagger or club; D 1d4; Save NM; ML 7; AL N; xp 5; THACO 20; see p48.

Treasure: each one has 1d6 gp worth of coins.

Giant foot-pad lizard: AC 6; HD 2+1; hp 11 each; MV 120' (40'), 60' (20') climbing; #AT 1 bite; D 1-6; Save F2; ML 7; AL N; xp 25; THACO 17; New Monster (p56).

HUTAAKAN (Jackal-man)

	Priest	Warrior	Other
ARMOUR CLASS:	6	5	8
HIT DICE:	2	1	1-1
MOVE:	90' (30')	90' (30')	90' (30')
ATTACKS:	1 weapon or 1 spell	1 weapon	1 weapon
DAMAGE:	By weapon	By weapon	By weapon
NO. APPEARING:		see below	
SAVE AS:	Cleric: 2	Fighter: 1	Normal Man
MORALE:	8	9	6
TREASURE TYPE:	S	S	S
ALIGNMENT:	Neutral	Neutral	Neutral
XP VALUE:	25	10	5

The race of Hutaakans are tall, slender, humanoid creatures with jackal-like heads. Their bodies are exactly like those of humans except that their hands and feet are narrow with claw-like nails. All Hutaakans have infravision (range 60') and have the same chance of moving silently as a thief of the equivalent level.

The attitudes and life-style of the Hutaakans are described on page 47.

Priests: The life of the Hutaakans centres on their ancient religion and so there are many clerics amongst their number who carry out the various rites. Most Hutaakan clerics have 2 hit dice and one spell, but

some are of higher levels (with corresponding hit dice and spells). The higher level clerics are the Hutaakans' leaders.

Warriors: The Hutaakans have never adapted well to the arts of war, and have few warriors.

Others: The remaining Hutaakans include not only the old, young and sick, but also those craftsmen and artisans who have no skill with arms. These Hutaakans normally fight only in self-defence.

Weapons & armour: Priests - mace (1d6); leather armour. Warriors - short sword (1d6), spear (1d6), or sling (1d4); leather



armour and shield. Others - club (1d4) or dagger (1d4); no armour.

TRALDAR (Humans)

	Warrior	Vocal	Other
ARMOUR CLASS:	6	9	9
HIT DICE:	1+1	1*	1-1
MOVE:	120' (40')	120' (40')	120' (40')
ATTACKS:	1 weapon	1 shout or 1 weapon	1 weapon
DAMAGE:	By weapon	See below or By weapon +1	By weapon
NO. APPEARING:		See below	
SAVE AS:	Fighter: 1	Fighter: 1	Normal Man
MORALE:	10	9	7
TREASURE TYPE:	R	R	R
ALIGNMENT:	Neutral	Neutral	Neutral
XP VALUE:	19	23	5

The Traldar are a human tribe once enslaved by the Hutaakans. They are now free of Hutaakan domination, however, and have reverted to a barbaric life-style. They are mostly short and muscular, and have no hair on their heads or bodies except on the backs of their large, strong hands.

The attitudes and life-style of the Traldar are described on page 47.

Warriors: These are the strongest members of the tribe and it is from amongst their numbers that the tribal leaders are drawn. The crudeness of the warriors' weapons is made up for by their strength. Ordinary warriors have +1 to hit and damage.

Vocals: These specially-trained Traldar have abnormally large chests and necks,

but are otherwise less muscular than their fellows. Their training gives them the ability to shout very loudly, projecting most of the sound produced forwards within a 45-degree cone. The original task of vocals was communication. Their voices can be clearly heard up to 5 miles away in the direction of the shout, although the sound carries no further than a normal human shout in any other direction. The special ability can also be used to attack, however, and any character caught within the cone of a vocal's shout at close range may suffer the following mental and physical effects:

- Range 20-30 feet: make a saving throw vs. Wands or suffer a -2 penalty on attacks and armour class for 1 round.
- Range 0-10 feet: victims suffer 1-2 points of damage from the force of the sound, and have a -2 penalty on attacks and armour class for 1-3 rounds. Both effects are automatic (no saving throw).



Others: The remainder of the tribe (mostly the old, young, weak and sick) share the general attributes and attitudes of the tribe but have limited combat abilities and normally avoid combat.

Weapons & armour: Warriors - spear (1d6+1-3) or hand axe (1d6+1-3); leather armour and shield. Vocals - dagger (1d4); no armour. Others - dagger (1d4) or club (1d4); no armour.



outsider is, in fact, Golthar (or Karllag) this event only occurs if Golthar (or Karllag) was *not* killed in Threshold. Any of Golthar's associates still left alive will have come as well.

This event has no immediate consequences but allows you to develop all kinds of exciting encounters with the members of the Iron Ring. Golthar could, for example, lead an enemy war-party, or mount an expedition into the Temple of Pflarr, or even into Kartoeba's Lair (see HE6, p52). If the opportunity arises, you could add spice to the final event (HE7, p50) by having the party become aware that Golthar is in the tunnels. Perhaps they might even witness his final destruction as he is dragged off into the darkness, screaming horribly, by a slime-covered tentacle!

HE3. Enemy Prisoner

A raiding party returns to the village with an enemy prisoner. The captors lock the prisoner in a hut and are reluctant to let the adventurers talk with him. If, however, they can sneak a few words, they hear at least part of the other side's view. The adventurers' "friends" do not let them observe the cruel interrogation (though the cries may be heard) and eventually dump the mangled body outside the village.

HE4. Restless Dead

Traldar: The undead of the valley are a particular problem to the Traldar, since they live near the temple and have no priests. The Traldar may be attacked by either *uncoordinated mobs* or *controlled squads* of undead, and wights (see below). These attacks occur frequently, between 0-3 times per night (1d4-1).

Hutaakans: The presence of numerous priests deters all but attacks by *controlled squads* of undead, and wights (see below). Attacks will only occur 0-2 (1d3-1) times each night.

Party involvement:

The undead, particularly the *controlled squads*, are capable of making stealthy attacks, and it is up to you whether or not to involve the adventurers in any given incident by alerting them (with a scream, warning cry, clash of arms, or sight of dark, moving shapes) or having the undead attack them directly.

Undead attackers (see page 52):

Uncoordinated mob: 2d6+6 skeletons and

1d6+3 zombies.

controlled squad ("pawns" of ghouls — turn as wraiths): 1d8+4 skeletons and 1d4+2 zombies.

wights: 1d3 wights.

HE5. Kartoeba Strikes

At night, Kartoeba stalks the valley seeking victims both inside and outside the villages. Despite its size, Kartoeba can move silently, climb sheer surfaces, and dissolve its way through wooden doors. It also knows all of the valley's hidden tunnels. Thus, although the adventurers may hear the screams of Kartoeba's victims, the creature will be gone by the time they reach the scene and only a trail of slime may remain. These attacks should eventually convince the party to track down Kartoeba (see HE7, Trail of Kartoeba, p50).



The Final Solution

Both tribes in the valley want to stop the attacks by the creatures of the temple and believe they know how to achieve this. However, both methods are effective only against the undead, and Kartoeba (whose existence is only guessed at by the Traldar) will be unaffected (see HE6, p50).

Hutaakans

The Hutaakans feel (correctly) that only the *Knowledge of the Elders* — an ancient book — can tell the priests exactly how to drive back the creatures. They know that the book is in a sealed vault beneath a shrine known as the "Vault of the Elders" (H3), and even have an inscribed rod "for opening the door". They cannot read the inscription, however, and so cannot enter the vault themselves.

If the adventurers agree to seek the book, the priests give them the rod which is actually the equivalent of a magic user's scroll with the spells **knock** and **continual light**. Some minor priests (1d4) even volunteer to accompany them.

H3. Vault of the Elders

The magically locked entrance is a stone trapdoor behind the altar. It opens automatically if a **knock** spell is used:

Steep, ancient steps lead down into the gloom. For a few moments you can hear nothing but your own anxious breathing, but then a sound like stone grating on stone breaks the silence.

The steps leading down to the chamber are 5 feet wide and 30 feet long, and at this point the Hutaakan priests flee.

Awaiting the adventurers in the 20-foot-square chamber below, is the book's

guardian, a **special ghoul** (p52), wrapped in bandages and appearing identical to a mummy. The ghoul attacks anyone who enters the chamber.

1 special ghoul: AC 5; HD 5**; hp 27; MV 90' (30'); #AT 2 claws/1 bite; D 1d4/1d4/1d6 + special; Save F5; ML 11; AL C; xp 425; THAC0 15; **BD30** (special)

The Knowledge of the Elders lies on a shelf at the rear of the chamber. Next to it are a **ring of weakness** and a gold necklace (value - 400gp). The book, written in an ancient Hutaakan script (which the priests can read), describes an hour-long ceremony which must be performed at the main altar of the temple in order to overcome the creatures of the temple.

Traldar

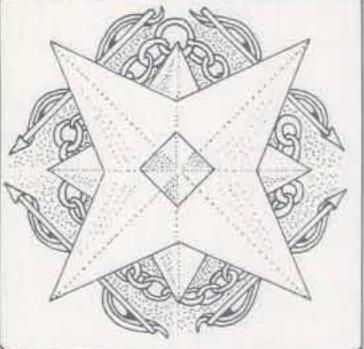
The Traldar believe that the creatures of the temple can be overcome "if the altar bowl in Pflarr's Temple is filled with water from the Singing Pool". Since the return journey on foot (or lizard-back) to the pool cannot be completed in less than a day, and there is no shelter on the way, the dark-fearing Traldar dare not collect the water themselves and ask the party to do it. They can provide clear directions and water containers if required.

H4. The Singing Pool

The pool is at the head of a narrow valley (see Map H):

Following the valley until you can go no further, you come to a wide pool surrounded by natural stone pillars carved into strange shapes by the wind. The pool's mirror-like surface reflects perfectly the sky above, and the sound of gentle, swirling wind is like a distant maiden's song.

The adventurers have no difficulty collecting as much water as they wish from the



pool (only a small amount is required to "fill" the altar bowl). On the first night after leaving the Traldar, however, they are attacked by a pair of hunting rhagodessae. The lair of these creatures is nearby, and contains three matching gold earrings (value 150gp each).

2 rhagodessae: AC 5; HD 4+2; hp 14 each; MV 150' (50'); #AT 1 leg/1 bite; D Suckers (automatic bite next round)/2-16; Save F2; ML 9; AL N; xp 125 each; THAC0 15; EX55.

HE6. Laying the Dead to Rest

Whichever tribe the party has helped this far now want to gain access to the temple. They are afraid to go there alone and ask the party to act as escort. If either ceremony is successfully completed, the undead of the valley collapse to the ground and become simply dead once more (Kartoeba and any undead animated by Kforedz are unaffected). If the ceremony is successfully completed, the adventures each earn 500 xps.

The temple is described in H5 below.

Hutaakans:

Kforedz and 2 minor priests accompany the party. If they enter the temple by night, the group has no difficulty avoiding the Traldar; otherwise, they are attacked by a small war-party (see **Optional Encounters, PSVIII**). The priests are familiar with the general layout of the temple, but are unaware of the secret doors. They will neither carry weapons nor fight inside the temple.

Traldar:

Guri-ben-Kaal and 6 warriors offer to accompany the party. They go fully armed, but have no knowledge of the layout of the temple. Inside the building, their morale drops to 6.

HE7. Trail of Kartoeba

The party's intrusion into the temple will not affect Kartoeba. Its attacks will even increase in frequency and, after one of

them, the party will find a clear trail of slime leading to a hidden tunnel entrance amongst some rocks (located anywhere convenient in the valley).

This is the party's opportunity to track down and deal with the menace of Kartoeba once and for all. Their allies are quick to point this out, and if the adventurers decide to go in search of Kartoeba, a few volunteers (either 5 Traldan warriors, or 3 minor Hutaakan priests and 2 warriors) will accompany them.

*Kartoeba's lair and the tunnels around it are described in **Catacombs of Kartoeba** and area H6, pp51-52.*

HE8. Peace In The Valley?

When Kartoeba and the undead at the Temple are no longer a threat to the inhabitants of the valley, neither the Hutaakans nor the Traldar will have any further use for the party. Both groups will covet the wealth "looted" by the adventurers from the Temple and attempt to overpower them. The groups' intense hatred for each other prevents them working together, and each seeks to deal with the party on their own.

If she is still alive, Kforedz will use her **animate dead** spell to send undead against the adventurers.

The running of this part of the adventure depends on how events have turned out so far. If one group has been severely weakened during the adventurers' stay in the valley, they will avoid any head-on conflict with the adventurers. A stronger group may confront the party as the adventurers come out of the temple, or even besiege them within it. Either group may adopt guerilla tactics and harry the adventurers as they try to escape the valley. Whatever happens, the action should be fast-moving and exciting; more frightening than deadly. The opposition should certainly be challenging but the adventurers should have ample opportunity to escape the valley with their hard-earned loot, and their lives. It is even possible for the Hutaakans and Traldar to fight each other over who gets to kill the adventurers.

If it has not already occurred to the adventurers, it should now be apparent that foot-pad lizards could form a vital element in their escape from the valley and return to civilisation. For without the lizards they will be unable to transport all of their treasure back to Threshold. How the adventurers get the lizards depends on the party's actions, but it should be remembered that only ones trained by the Traldar are tame enough to be used by the adventurers.

TEMPLE OF PFLARR

H5. Above Ground

Large areas of the Temple are in ruins, due to a minor earthquake 50 or so years ago. The temple looks very old and in imminent danger of collapse. Rubble lies strewn around the outside where it has fallen from the once ornate roof. A gaping hole is visible in the roof leading to area b. The temple's rotten wooden doors are barred on the inside, but a successful attempt to open doors will smash through them.

Once inside, the adventurers will not be able complete either ceremony until the golden altar bowl has been replaced. It was removed by the fleeing Hutaakan High Priestess, and her corpse (now in area d) still clutches it.

All skeletons and zombies, encountered in the temple are initially *pawns* controlled by the special ghouls (see p52). Once the ghouls have been destroyed, the skeletons and zombies revert to their normal mindless forms, but they still attack intruders on sight.

H5a. Vestibule

12 skeletons and 6 zombies guard this entrance to the temple. They attack anyone who opens the doors. Elaborate frescoes once decorated the walls but these have been defaced by the Traldar. A small platform in the centre of the floor once held a ceremonial washstand which was taken by the Traldar.

H5b. Main Temple

This impressive chamber is 50 feet high in the centre, with a 20-foot-high balcony at the southern end. A 30-foot-tall, jackal-headed statue surveys the chamber from the rear of the northern platform, which also has an altar of black marble in the centre. There is a shallow recess on the top of the altar where the bowl should be. The secret door behind the statue can be detected as normal but can only be opened with the magical key embedded in Kartoeba see **H6. Under the Temple**, p51); a knock spell is ineffective.

A man-sized, metal cage swings from a chain over the 180-foot-deep pit in the middle of the floor. The pit is surrounded by a 10-foot-high wall of blue flame, fed by natural gas through small fissures in the floor. The flame inflicts 2d6 points of damage on anyone passing through it. The cage can be lowered into the pit (which opens out into Kartoeba's lair, **H6b**, p52), by means of a winch on the balcony. The pit is kept dark by three continual darkness



spells (cast one above the other), and its sides are extremely slippery (-60% penalty to thieves' *climb sheer surfaces* abilities). Four grey oozes live on the pit walls. Lowering the cage or dropping anything into the pit causes an ooze to slither out of the pit and attack. The other 3 oozes appear at 1d4 round intervals to join the melee.

There are four life-size Hutaakan statues in the positions shown on Plan H5. These are 4 living jade statues which move to attack the party if the altar or large statue is touched.

Two turns after the party enters this room, 8 skeletons and 3 zombies are sent by the ghouls (area H5c) to attack the adventurers. They pursue the PCs wherever they are in the temple.

H5c. Robing Rooms

These small rooms contain numerous vestments, capes, cowls and surplices for use during the Hutaakan's ceremonies. There are 3 special ghouls in the western room controlling the skeletons and zombies from here. They only attack in self-defence, or if a ceremony is begun in the main temple.

The secret door to the priests' quarters (H5e) from the western room is magically trapped: unless the proper words (known only to the dead High Priestess) are spoken an electrical discharge inflicts 2d4 points of damage on all within 10 feet (halved by a successful saving throw vs. Wands).

H5d. Secret Passage

The corpse of the High Priestess lies in the open doorway to the priests' quarters, still clutching the golden bowl. As the party approaches the corpse, it rises up as a wraith and attacks. The corpse wears plate mail armour +2, a gem studded platinum star of Pflarr (value - 2000gp) and has a potion of levitation plus a scroll with cure serious wounds, raise dead and remove curse.

H5e. Priests' Quarters

The majority of these rooms are buried under tons of rubble. The remains of bunks, tables, chairs and other mundane furniture are all that may be found here. The roof of the passage between the two western rooms sags down almost to the floor leaving only a small rubble-strewn crawlway between the two rooms. The ceiling is unsafe, there is a 50% chance that any character crawling along here causes a rock to fall from the ceiling inflicting 1d4 points of damage.

H5f. Antechambers

These two rooms are similar and unlit, although there are several torches in brackets around the walls. There are 5 zombies and 8 skeletons in here which attack the adventurers as soon as they enter.

Each room has a ceremonial silver washstand (value 150gp) in the centre, used for the ritual ablutions that all Hutaakans performed before entering the temple proper. The walls and ceilings are decorated with elaborate frescoes depicting a variety of religious ceremonies and major scenes from Hutaakan history. Any character examining these closely will come to realise the true history of both the Traldar and Hutaakans (see Adventure Background, p4).

H5g. Room of Records

The double doors into this room from area f are locked and trapped. Unless opened by Kforedz, all those within 15 feet must save vs. Spells or be struck blind for 2d6 turns. The room itself is lined with shelves which are piled high with all manner of books and scrolls: the complete records and history of the Hutaakan empire. These items can only be read by means of *read languages* spells, but any magic-user or elf prepared to spend 1d4+2 hours studying them, would discover the truth about the Hutaakans and Traldar.

H5h. The Crypts

The staircase down to the crypts descends some 50 feet. This area contains 8 skeletons, 4 zombies and 2 wights.

A large, ornate sarcophagus stands upright in front of the secret door. If this is disturbed in any way, the mummy inside moves to attack. The passage behind the secret door leads into the Catacombs of Kartoeba (below). Inside the sarcophagus is a jewelled orb (value 3500gp), a pearl-encrusted sceptre (value 6500gp), and a silver needle still trailing a length of golden thread.

H5i. Treasure Room

This room contains the last surviving riches of the glory that was once the Hutaakan empire. It can be entered either with the *magical key* from Kartoeba or by means of the trapdoor from the catacombs (area H6d).

Most of the items have been stored in here for years, and all are covered in a thick layer of dust. Certainly, no care has been taken in the arrangement of the items. There are:



- 5 large, iron-bound chests (three are wide-open, the others locked) each containing 5000gp in ancient Hutaakan coinage. One of the locked ones (DM's choice) is trapped so that unless disarmed, a cloud of poisonous spores will fill the room when the chest is opened. Everyone in the room must save vs. Poison or take 2d4 points of damage.
- in the centre of the room is a large, ebony throne, delicately carved and inlaid with mother-of-pearl and numerous precious and semi-precious stones (total value - 10000gp, encumbrance - 7500cn). If all the gemstones are removed they are worth a total of 2500gp (total encumbrance - 50cn)
- hanging on the back of the throne is a beautifully engraved gold and platinum coronet, studded with sapphires (value 4000gp)
- on the seat of the throne is a dirty-looking sack, which is really a bag of devouring
- propped against one wall is a rod of cancellation
- arranged on a crude table is a velvet pouch containing a scarab of protection (3 charges)
- under the table, covered by a fading tapestry (non-magical) are 70 silver ingots (value - 75gp, encumbrance - 750cn each); and 60 bars of electrum (value - 375gp, encumbrance - 750cn each)
- scattered round the floor are 20 gems, each worth 200gp

Catacombs of Kartoeba

This meandering network of dark, slimy passages spreads throughout most of the Lost Valley. There are numerous concealed entrances throughout Hutaaka and you should choose where these are.

Only the tunnels in the immediate vicinity of the temple are shown on Plan H6, but unless the PCs are following Kartoeba's slime trail from Event HE7 (p50), they will automatically become lost: wandering around for 1d4+1 hours before emerging into the valley through a different secret exit.



Meandering Tunnels

The catacombs are rank and dark with stagnant, oily water dripping from the ceilings. The acoustics are such that strange echoes are often heard, sounding as if something loathsome is just round the next corner:

The rough-hewn passage meanders off into blackness. All is quiet, save for the steady drip of water. Yet, it seems as though something is lurking, just on the edge of the dark. A hideous slithering noise echoes from the walls, and an eerie chill runs its icy fingers down your spine...

All passages can be detected as evil, but the results will be greater the nearer the party is to Kartoeba's lair.

While in the catacombs, there is a 1 in 4 chance per half-mile travelled (or at DM's discretion) that one of the following optional encounters occurs:

X) Green Slime: The walls or ceiling here are coated in green slime which attempts to fall on passing characters. Characters have only 1 in 6 chance of noticing green slime on the ceiling unless they are specifically looking upwards.

Y) Ochre Jelly: At each of these spots a small, jackal-headed statue stands in a niche in the wall. As the party passes, an ochre jelly oozes out through the statue's mouth and attacks the nearest character.

Z) Carrion Crawler: The passage opens out into a cavern which is the lair of a carrion crawler:

With relief you realise that the claustrophobic maze of slime-filled tunnels is widening out just ahead. But relief turns to horror as you see eight vile tentacles extending towards you from the cavern beyond.

H6. Under The Temple

This section of the passages lies directly underneath the temple (Plan H6). A number of green slime (X) and ochre jelly (Y) exist here and are marked on the map. When the adventurers first enter this area of the passages, Kartoeba is lurking at the point shown. On becoming aware of the adventurers' presence, Kartoeba attempts to catch and devour them. Kartoeba is a cunning hunter and will attempt to surprise the adventurers by attacking them from behind if possible. During their fight with Kartoeba, one of the adventurers should notice an engraved silver bar embedded in Kartoeba's body near its maw. This is the *magical key* which opens the treasure room (H5i).

H6a. Dark Pit

A continual darkness spell is cast on this 20-foot-deep pit. It is 20 feet across with a 2-foot-wide ledge on the east side. Char-

acters falling into the pit take 2d6 points of damage. Kartoeba's trail (from event H6), continues on the far side into area b.

H6b. Kartoeba's Lair

This room is ankle-deep in slime and a vile odour hangs heavy in the air. The pit from the main temple (area H5b) is visible as a dark hole in the ceiling. The northern secret door is held open by a piece of rubble fallen from the ceiling.

H6c. Observers' Gallery

This balcony is 20 feet above the floor and is protected by a double thickness of iron bars set into the rock. The passage leads up to the crypts (H5h).

H6d. Empty Cavern

There is nothing in here other than a trap door which leads, via a ladder to area H5i in the temple (p51).

Haunters of the Temple

Lieges and Pawns: Any zombies and skeletons encountered in Hutaaka may be *pawns* of the special ghouls which inhabit the temple. If so, they are under the total control of the ghouls and are as difficult to turn as the ghouls themselves (i.e. as difficult as wraiths in this case). A first successful attempt at turning the lesser undead merely breaks the telepathic control and a second successful turning attempt (with normal chance of success) is necessary to actually turn or destroy them. Each special ghoul may control up to 10 hit dice of lesser undead at any one time anywhere in the valley (see MD22 for full details).

All zombies and skeletons encountered in Hutaaka have jackal heads.

Special ghoul: AC 5; HD 4**; hp 18; MV 90' (30'); #AT 2 claws/1 bite; D 1d4/1d4/1d6 + special; Save F4; ML 11; AL C; xp 175; THACO 16; BD30 (special).

Note: These ghouls paralyse opponents as usual, but are so repulsive that characters seeing it must roll less than their wisdom on 1d20 or fight at -2 to hit and -1 damage because of fear. Clerics turn them as wraiths. As former Hutaakan priests they wear priestly robes.

skeleton: AC 7; HD 1; hp 5; MV 60' (20'); #AT 1 club; D 1d1; Save F1; ML 12; AL C; xp 10; THACO 19; BD37.

zombie: AC 8; HD 2; hp 9; MV 90' (30'); #AT 1 claw; D 1d8; Save F1; ML 12; AL C; xp 20; THACO 18; BD39.

wights: AC 5; HD 3*; hp 13; MV 90' (30'); #AT 1 touch; D energy drain; Save F3; ML 12; AL C; xp 50; THACO 17; BD39.

wraith: AC 3; HD 4**; hp 16; MV 120' (40'); #AT 1 touch; D 1d6 + energy drain; Save F4; ML 11; AL C; XP 175; THACO 16; EX57.

mummy: AC 3; HD 5+1**; hp 21; MV 60' (20'); #AT 1 touch; D 1d12 + disease; Save F5; ML 12; AL C; xp 575; THACO 14; EX54.

living jade statue: AC 4; HD 3+1**; hp 14; MV 60' (20'); #AT 2 hands; D 1-6/1-6; Save F10; ML 12; AL N; xp 200; THACO 16; (p55).

Things in the Pits

gray ooze: AC 8; HD 3*; hp 11; MV 10' (3'); #AT 1 touch; D 2d6; Save F2; ML 12; AL N; xp 50; THACO 17; BD31.

green slime: AC Always hit; HD 2**; hp 9; MV 3'(1'); #AT 1 touch; D Turn to slime; Save F1; ML 7; AL L; xp 5; THACO 18; BD31.

ochre jelly: AC 8; HD 5*; hp 18; MV 30' (10'); #AT 1 touch; D 2d6; Save F3; ML 12; AL N; xp 300; THACO 15; BD35.

carrion crawler: AC 7; HD 3+1*; hp 12; MV 120' (40'); #AT 8 tentacles; D Paralysis; Save F2; ML 9; AL N; xp 75; THACO 16; BD27.

Kartoeba: AC 6; HD 10; hp 55; MV 60' (20'); #AT 4 tentacles/corrosion; D 1d4 + grasp (x4)/2-12; Save F10; ML 10; AL N; xp 2300; THACO 11; New Monster (p54).

FURTHER ADVENTURES

The adventure is far from over when the characters leave the Lost Valley. Karameikos and the lands beyond offer unlimited opportunities for further adventuring, and the following suggestions are just a few ideas that you might like to develop:

The Death's Head Gnolls

After leaving Hutaaka, the adventurers still have to journey back through the mountains to the territory of the Death's Head tribe. Fortunately, the gnolls do not expect trouble from the north, and if they are careful, the adventurers' presence may not even be noticed by the main tribe. However, a few gnoll hunting groups are encountered along the way, and if some of the gnolls should happen to escape, the adventurers could very well find themselves hotly pursued out of the valley!

Sukiskyn Calls

On returning to Threshold, Stephan wishes to return to Sukiskyn, and may ask the adventurers to accompany him or simply go on his own. Back at Sukiskyn, however, there are no joyous feasts held to celebrate Stephan's return, since the Iron Ring have exacted a heavy revenge. The homestead has been burnt to the ground and the clan members abducted. In the smoke-blackened ruin of the tower is a clue to the whereabouts of Pyotr's clan — a note dropped by an Iron Ring slaver.

Threshold

Threshold itself is an ideal place to elaborate as a setting for further adventures. As the adventurers explore the town further, you can assign uses to relevant buildings as needed, determining in whatever detail is required their contents and inhabitants. You could also elaborate on the ruins north of the town as locations for the characters to adventure in.

In addition to the adventures described in the Expert rulebook (EX39 & 40) the following are also suggested:

The House

While staying in Threshold the adventurers are approached by a local merchant or shopkeeper who offers to sell them a house for the "bargain" base price of 3000gp. The house is in a dilapidated condition, however, and home to various monsters such as rats, spiders or moulds, which the characters will have to clear out before they can move in. The house could even be haunted.

Alternatively, the person selling the house is a local thief out to trick them. The house actually belongs to an out-of-town adventurer or merchant, who is likely to return at some point and indignantly demand that the adventurers leave, taking the matter to the Clerical Court if they don't....

An even more devious situation is one where the person selling the house is an Iron Ring member intent on eliminating the party. The house has a secret entrance in the cellar leading to the sewers, and the

Iron Ring use this as a means of taking the adventurers unawares once they have moved in.

Revenge

Relatives of the dead hunters (VE2) are making enquiries about the missing men. On hearing that the hunters have been slain, they ask the party to avenge them by going into the gnoll lands.

The Hutaakans

There could be other remains (tombs, temples, ruins etc.) of the Hutaakan civilization in Karameikos or beyond, besides those which the party has already encountered. Other Hutaakan settlements are even possible. Clues to these (possibly maps) could have been provided in the Lost Valley, or rumours from Threshold could lead the adventurers to them.

To the Aid of the Gnomes

When news of the adventurers' exploits in the Dymrak forest reaches the ears of the gnomes of the Wulfwolde Hills, three gnomes set out to find the party. The gnomes offer the gold and gems in exchange for their aid against the goblins who continuously harass their homes.

Iron Ring

The adventurers have made a powerful enemy in the form of the Iron Ring and whatever they do next, it is certain that the evil slavers will not forget them. How actively the Ring pursues its revenge is up to you, but the adventurers should be made aware from time to time that the Ring is still on their trail. Members of the Ring who survived this module may well be encountered again, either by chance or as they actively seek revenge on the adventurers. The adventurers may even decide to seek out the Ring and put an end to its activities, a course that may well take them to the very heart of the Ring in Black Eagle Barony!



NEW MONSTERS

Chevall*

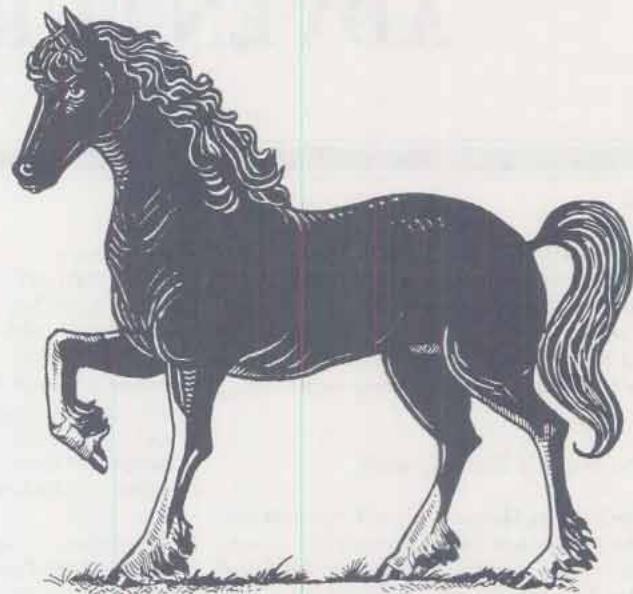
	HORSE FORM*	CENTAUR FORM
ARMOUR CLASS:	2	5
HIT DICE:	7*	7*
MOVE:	270' (90')	180' (60')
ATTACKS:	2 hooves/1 bite	2 hooves/1 weapon
DAMAGE:	1d6/1d6/1d8	1d6/1d6/by weapon
NO. APPEARING:	(1-3)	0 (1-3)
SAVE AS:	Fighter: 7	Fighter: 7
MORALE:	11	9
TREASURE TYPE:	C	C
ALIGNMENT:	Neutral	Neutral
XP VALUE:	850	850

A chevall is a creature which can change at will between two forms: an intelligent horse, and a powerful centaur.

Chevalls concern themselves with striving for the good of all horses. They often go about in horse form, checking on the welfare of horses in the service of humans, demi-humans and humanoids. If a chevall finds a horse which is unhappy with its lot (e.g. because of maltreatment or neglect) it will not rest until it has freed the animal. Chevalls hate wolves, and are the blood enemies of were-wolves.

Although animals such as dogs are wary of the scent of chevalls, horses have no fear of them. In either of their two forms, chevalls

can talk to and understand horses, using sounds which, to human ears, are nothing more than neighs and whinnies. Using this whinnying language, a chevall can command any horse, wild or domesticated, to do its bidding. Once per day, a chevall can magically summon 1d8 war horses which arrive in 1d4 rounds.



While in centaur form, chevalls usually arm themselves with wooden clubs or short bows. In this form, they can speak the languages of humans (common) and centaurs as well as being able to speak with horses. In either of their two forms, chevalls may only be hit by silver or magical weapons.

Ice Wolf

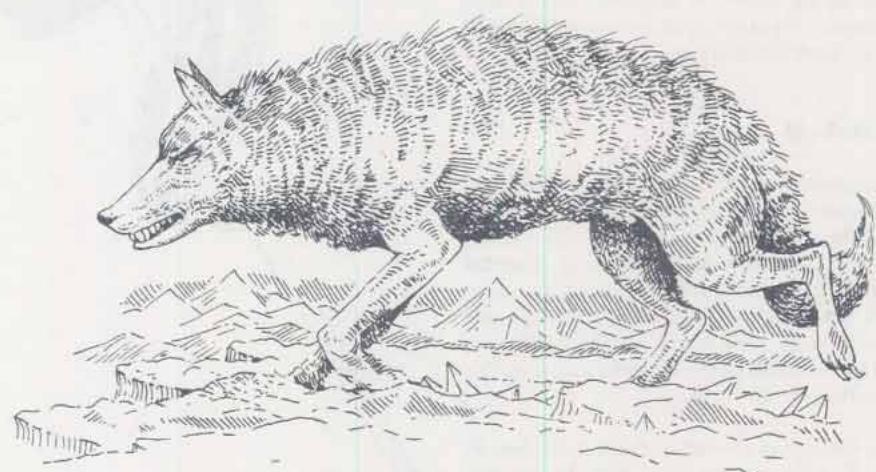
ARMOUR CLASS:	4
HIT DICE:	3+1**, 4+1** or 5+1**
MOVE:	150' (50')
ATTACKS:	1 bite or 1 breath
DAMAGE:	1d10 or special
NO. APPEARING:	0 (1-8)
SAVE AS:	Fighter: 4, 5 or 6
MORALE:	10
TREASURE TYPE:	C
ALIGNMENT:	Chaotic
XP VALUE:	100, 275 or 575

Ice wolves are huge hounds (as big as a pony) with snow-white fur and icy blue eyes. They live mostly in high mountains and arctic regions, but often venture onto the lowlands during winter or in search of food when game is scarce. Ice wolves are sometimes trained and used as mounts by hobgoblins.

Each round during combat, ice wolves normally (1-4 on 1d6) attack with a bite. Alternatively (5-6 on 1d6), they can attack by breathing out a blast of icy air at a single victim within 15 feet. The blast automatically hits, inflicting 1d4 points of

damage for each full hit die of the creature (e.g. the breath of an ice wolf with 3+1 hit dice will inflict 3d4 points of damage). The victim is allowed a saving throw vs. Dragon Breath and, if successful, takes only half damage.

Ice wolves are immune to normal cold and take only half damage from magical cold attacks. If normal or magical fire is used, however, one extra point is added to each die of damage inflicted (e.g. a torch does 1d4+1 points of damage to an ice wolf).





Kartoeba ("Thing in the Pit")

ARMOUR CLASS:	6
HIT DICE:	10**
MOVE:	60' (20')
ATTACKS:	4 tentacles (+ acid slime)
DAMAGE:	1-4 (x4) (+ 2-12)
NO. APPEARING:	Unique
SAVE AS:	Fighter: 10
MORALE:	10
TREASURE TYPE:	G
ALIGNMENT:	Neutral
XP VALUE:	2300

The mindless abomination known as Kartoeba is the ancient guardian of the Hutaakan Temple of Pflarr. It has a nightmarish form — a large green mound of ooze with four 40-foot-long tentacles and a hideous gaping glutinous maw — and any characters seeing it for the first time will be affected by the equivalent of a *cause fear* spell unless they make a successful saving throw vs. Spells at +4. Despite its size, Kartoeba can move silently and climb vertical surfaces, leaving only occasional smears of slime to mark its passing.

In addition to causing damage by lashing (usual chance to hit), Kartoeba's tentacles



also wrap around and grasp opponents if the to hit roll was sufficient to hit armour class 6 (modified by the target's dexterity adjustments). Grabbed characters are automatically dragged into Kartoeba's maw at a rate of 10' per round, and held there while it secrets a digestive slime over them. This slime has the same effects as the acid of black puddings (EX46) except that it inflicts only 2d6 points of damage per round. Kartoeba's maw can only attack held characters.

Characters held by tentacles can break free using Strength (same chance as *open doors*) or if a single blow to the tentacle

inflicts 8 or more points of damage (in which case Kartoeba lets go).

For years, Kartoeba wallowed contentedly in a damp subterranean pit beneath the temple, restrained from ranging abroad by the ceremonies of the Hutaakan priests. However, following the expulsion of the priests from the temple by the Traldar, it began to stalk the passages under the temple. These tunnels have numerous secret exits throughout the valley which allow Kartoeba to venture into the countryside in search of prey. The creature only moves outdoors at night, retreating by day to the darkness of the tunnels.

Living Statues

ARMOUR CLASS:	Silver	Rock/Ooze	Jade	Steel
HIT DICE:	4	4	4	1
MOVE:	1+1*	5**	3+1**	5**
ATTACKS:	120' (40')	60' (20')	60' (20')	30' (10')
DAMAGE:	1 bite	2 squirts of grey ooze	2 hands	2 fists
NO. APPEARING:	2-12 (2-12)	See below	1d6/1d6	1-8/1-8
SAVE AS:	Fighter: 2	1-3 (1-3)	1-6 (1-6)	1-4 (1-4)
MORALE:	12	Dwarf: 5	Fighter: 10	Fighter: 5
TREASURE TYPE:	Nil	11	12	12
ALIGNMENT:	Neutral	Nil	Nil	Nil
XP VALUE:	19	Neutral	Neutral	Neutral
		425	200	425

Several varieties of living statue (see BD32) occur during this adventure, associated with the remains of the Hutaakan civilization which created them. Like normal rock living statues, these are immune to *sleep*, *charm* and *hold* spells, but they have their own, special, attributes:

Silver: These are much smaller than normal living statues (about 1 foot high) and have a thick skin of pure silver (value 50gp when the statue is killed). They are not harmed by non-metal weapons or non-magical fire, and take only half damage from weapons with sharp edges.

Rock/Ooze: These outwardly resemble normal rock living statues, but have the ability to conceal themselves by merging into the surface of a rock wall, floor or ceiling. In place of hot magma, rock/ooze statues are filled with grey ooze, and can

squirt two blobs of ooze per round from their fingertips (AC 8; HD 4 hp; D 2d4/round (automatic) + dissolve metal; Save F1; ML12; xp 25; BD31). They are resistant to magic (save as D5).

Jade: These normal-sized statues are highly magic resistant. They make saving throws as a 10th level fighter, and magical weapons have no bonuses to hit or damage when used against them. When destroyed, they crumble to worthless powder.

Steel: Steel statues are immune to non-magical iron or steel weapons. Any iron or steel weapon striking a steel statue automatically becomes stuck in it. On the following round the weapon is absorbed by the statue which gains 1d4+1 hit points (up to a maximum of 40). Magical weapons are unaffected by the statue's absorption power and so do standard damage.



Rock Rattler

ARMOUR CLASS:	7
HIT DICE:	1*
MOVE:	90' (30')
ATTACKS:	1 bite
DAMAGE:	1 + poison
NO. APPEARING:	1-6 (2-5)
SAVE AS:	Fighter: 1
MORALE:	7
TREASURE TYPE:	Nil
ALIGNMENT:	Neutral
XP VALUE:	13

A rock rattler is a 2-foot-long grey rattle-snake which is found only in mountains. Its bite causes only 1 point of damage, but its sharp fangs inject poison at the same time. Anyone bitten by the snake must make a saving throw vs. Poison or take an additional 2-5 (1d4+1) points of damage.



Lizard, Giant Foot-pad

ARMOUR CLASS: 6

HIT DICE: 2+1

MOVE: 120' (40'), Climbing: 60' (20')

ATTACKS: 1 bite

DAMAGE: 1-6

NO. APPEARING: 1-3 (2-5)

SAVE AS: Fighter: 2

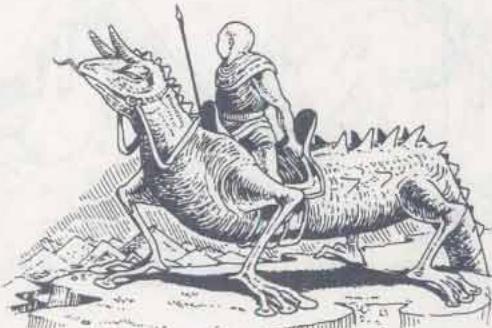
MORALE: 7

TREASURE TYPE: Nil (see below)

ALIGNMENT: Neutral

XP VALUE: 25

These slender giant lizards have long, spindly legs with toes which are flattened out to form round, sticky pads. These pads, allied with the creatures' agility and low body weight make foot-pad lizards excellent climbers. They can cope with any but the smoothest of surfaces, at any angle up to



the vertical. Provided they are captured young and properly trained, foot-pad lizards can be used as mounts or pack animals (carrying capacity 2500cn at normal movement rate, 4000cn at half rate). However, they cannot climb slopes steeper than 60 degrees when mounted.

Wyrd*

ARMOUR CLASS: 4

HIT DICE: 4*

MOVE: 120' (40')

ATTACKS: 2 glowing spheres

DAMAGE: 1d6/1d6

NO. APPEARING: 1-6 (1-6)

SAVE AS: E4

MORALE: 12

TREASURE TYPE: B

ALIGNMENT: Chaotic

XP VALUE: 175

A wyrd (pronounced "weerd") is an undead spirit inhabiting the body of an elf (cf. wight - BD39). Wyrds can only be hit by magical or silver weapons. They are immune to sleep, charm and hold spells, and their saving throws are the same as for an elf of level 4. Clerics have the same chance of turning wyrds as they do of turning wraiths (EX4).

A wyrd usually appears as a dark, robed figure holding a small, diffuse, red, glowing sphere in each hand. In combat, the



wyrd can either strike with two hands using the spheres as melee weapons, or fling the two spheres as missiles (range 30/60/90), or use one sphere in melee and one as a missile.

If a sphere hits its target (normal roll to hit), it explodes, inflicting 1d6 points of damage against most opponents, but 1d6+3 against elves. As each sphere explodes, a replacement instantly appears in the wyrd's hand, but it can only make two attacks per round.

Piranha (Cold-water)

ARMOUR CLASS: 7

HIT DICE: 1 hit point each

MOVE: 90' (30')

ATTACKS: 1 bite per shoal

DAMAGE: 1-4 or 3-12 (see below)

NO. APPEARING: 5-50

SAVE AS: Normal Man

MORALE: 11

TREASURE TYPE: Nil

ALIGNMENT: Neutral

XP VALUE: 5

The dreaded piranha are small, black fish (up to 1 foot in length) with bulging eyes and large mouths filled with vicious teeth.



They inhabit rivers and lakes, and prey on any creatures entering the water. Piranha attack in "shoals" of 5-10 creatures (cf. normal rats - BD36), inflicting 1-4 points of damage per shoal. Once a victim's blood has been spilt, the attacking shoal and all those within 100 feet downstream and 10 feet upstream go into a killing frenzy for 1d6+9 rounds. While frenzied, the fish make the water churn with their thrashings and attack at +3 to Hit for 3-12 points of damage per shoal per round.

Shroud Spider*

ARMOUR CLASS: 4

HIT DICE: 5***

MOVE: 120' (40')

ATTACKS: 1 bite or 1 web squirt

DAMAGE: 1d10 + paralysing poison, or paralysing web

NO. APPEARING: 1-2 (1-3)

SAVE AS: F5

MORALE: 9

TREASURE TYPE: C

ALIGNMENT: Chaotic

XP VALUE: 675



Shroud spiders are 6 feet long and black all over, except for their eyes which glow with a very faint blue light (visible up to 50 feet away in the dark). These magical creatures are intelligent and very evil. They can only be hit by magical or silver weapons.

The spider's vicious bite is poisonous. Any character bitten must make a saving throw vs. Poison or be paralysed for 2d4 turns (see Paralysis - BD24). The spider uses this attack to take live victims for its food store.

The web of the shroud spider is as strong as the webs of the other giant spiders (see BD38) but is not very sticky. Instead, anyone touching a fresh web (less than 24 hours old) must make a saving throw vs. Paralysis at +2 or be paralysed. Victims remain paralysed for as long as they are in contact with the web and for 2 rounds thereafter.

Shroud spiders do not usually make large webs, but they can shoot a strand of web at a single opponent up to 30 feet away. Any creature hit by the strand must make a saving throw vs. Paralysis at +1 or be paralysed. The spiders also use their web strands to wrap victims in a paralysing "shroud" before placing them in the food store, and sometimes lay simple traps of web which they renew each day.



WEATHER & OPTIONAL ENCOUNTERS

Weather

The climate of Karameikos is temperate, with short winters that bring little snow, and long, warm summers. The adventure takes place in Spring, and early Summer when the weather is quite changeable. In Table 2, each date has next to it a series of four numbers which indicate the cloud cover, rainfall, temperature and wind for that day. The meanings of the number codes are given below:

Code	Cloud	Rain	Temp.	Wind
0	clear	dry	cold	calm
1	light	showers	cool	breeze
2	moderate	rain	warm	wind
3	heavy	storm	hot	gale

Example: Moldain the 8th of Flaurmont has weather 3/0/2/1, i.e. it is a warm, dry day with heavy cloud cover and a breeze.

Key to Table

Date - cloud/rain/temperature/ wind.

Moon phases:

● - new moon; ○ - quarter moon; Ⓛ - half moon; Ⓜ - three-quarter moon; ○ - full moon.

TABLE 2 - WEATHER & MOON PHASES

Day of the Week						
Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
Thaumont						
11: 2/0/2/2○	12: 2/2/1/2	13: 3/3/1/2	14: 3/2/1/2	15: 3/2/0/3○	16: 2/0/1/2	17: 3/2/1/2
18: 2/0/1/2○	19: 1/1/1/2	20: 0/0/2/2	21: 0/0/3/3	22: 1/0/2/1○	23: 1/1/1/2	24: 3/2/1/2
25: 2/2/1/0●	26: 1/0/2/2	27: 0/0/2/3				
Flaurmont						
5: 2/0/2/0○	6: 2/0/1/0	7: 3/1/1/2	8: 3/0/2/1	9: 2/0/1/1○	10: 1/0/1/3	11: 0/0/2/1
12: 0/0/3/2○	13: 0/0/2/2	14: 1/0/3/2	15: 0/0/2/3	16: 1/1/2/2○	17: 0/0/2/1	18: 0/0/3/0
19: 1/2/2/0○	20: 1/1/1/2	21: 3/0/0/3	22: 1/0/1/2	23: 1/2/0/1○	24: 1/2/1/1	25: 0/0/2/2
26: 0/0/2/2○	27: 1/1/2/2	28: 0/0/3/3	29: 1/0/2/1			
Yarthmont						
4: 2/1/1/2○	5: 2/1/1/2	6: 1/0/2/2	7: 2/0/2/1	8: 2/1/2/2○	9: 3/3/1/2	10: 1/1/2/2
11: 2/0/1/2○	12: 1/0/2/1	13: 2/1/2/1	14: 1/2/2/2	15: 2/0/1/1○	16: 2/1/2/2	17: 1/0/2/1
18: 0/0/2/0○	19: 1/0/3/1	20: 1/0/2/1	21: 2/0/2/1	22: 1/2/1/2○	23: 1/0/3/1	24: 0/0/2/0
25: 0/0/3/0●	26: 0/0/2/2	27: 0/0/2/3	28: 2/2/1/2	29: 1/0/2/3○	30: 0/0/2/2	31: 1/0/2/0
Klarmont						
1: 1/0/3/1○	2: 1/1/2/1	3: 0/0/3/1	4: 1/0/2/2	5: 1/0/2/1○	6: 0/0/2/2	7: 1/0/3/0
8: 1/1/2/1○	9: 3/2/1/3	10: 1/0/2/1	11: 0/0/3/1	12: 0/0/2/2○	13: 1/0/2/0	14: 1/0/3/0
15: 1/0/2/1○	16: 0/0/3/0	17: 1/1/2/1	18: 1/0/2/1	19: 2/1/2/1○	20: 1/1/2/2	21: 0/0/3/1
22: 0/0/2/1○	23: 1/0/3/0	24: 1/1/2/1	25: 0/0/3/1	26: 1/0/2/2○	27: 0/0/3/1	28: 2/2/2/2

Bargaining

Bargaining is the most common form of trading in Karameikos. Usually the buyer and seller start by stating outrageous prices and then try to meet each other somewhere in between.

For certain transactions which occur during the adventure, a *base offer* or *price* is given for the NPC concerned. Where no base offer or price is given, you should use the prices given on EX19 or else invent your own. If the adventurers are selling, the NPC's initial offer is one third of the *base offer*. If the NPC is selling, the initial demand is double the *base price*. Once negotiation is underway, secretly roll 2d6, add the PC's charisma modifier and consult Table 4 to determine what percentage of the *base offer* or *price* the NPC will eventually offer or accept.

TABLE 4 - BARGAINING

Die Roll	Maximum Offer	Minimum Price
2	40%	160%
3-5	60%	140%
6-7	80%	120%
8-10	100%	100%
11-12	120%	80%
13+	140%	60%

Optional Encounters

The optional encounters listed may be used as you see fit, to enliven play, and add atmosphere. They can also encourage the players to make haste when they are exploring the area around Sukiskyn, for example. It is not necessary to use these encounters at all if you do not wish to. The encounters may be selected either randomly, or according to your personal preference.

If used as "random encounters" you should refer to Table 3 (PSVIII) and check for an encounter once each day and twice each night, (for example) by rolling d20. If an encounter is indicated, the ranges given in the monster statistics below are used to generate the numbers of creatures involved. By making these checks before play commences, you will find it easier to choose the most appropriate moment for

NON-PLAYER CHARACTERS

SUKISKYN (Plan S)

Sukiskyn is one of several fortified homesteads in the wilderness east of Kelven. It is the home of a closely knit human clan (headed by Pyotr), which makes a living by catching wild horses on the plains and hills to the east (see Map K), bringing them back to the homestead to be broken and shod, and then selling them to traders in and around Kelven. They train the best as war horses. It is a harsh and often dangerous life, but Pyotr and his kin are a proud people and would be loathe to live any other way.

NPC Actions

It is up to you as DM to determine the actions of the NPCs, using the information (including personalities and possible roles in the adventure) in the character descriptions. The party will be received as welcome guests at the homestead, and will remain welcome there so long as they do not cause serious offence.

NPC Deaths During the Siege

Although you have full control over the NPCs, it is possible that some of Pyotr's clan will be killed during the Siege at Sukiskyn (p6). If any of these NPCs have important roles to play later in the adventure (see below), it will be necessary to have other NPCs fulfil these roles. Yuri (*one of the Refugees from Ilyakana* - see PSIV), for example, can take over from the deceased Novannes as blacksmith at Sukiskyn. In some cases, you may have to invent and introduce entirely new NPCs.

Pyotr's Clan

There were originally 12 inhabitants of Sukiskyn: Pyotr and his immediate family (seven people in all), the blacksmith Novannes, and his family (four in all), and a servant, Stellios. By the time the adventurers arrive during the siege, Novannes and his son-in-law Hakos will have been killed by the goblins.

Abbreviations

Armour classes, weapon attacks, weapon damages, and gear shown in brackets apply only during times of danger when the NPCs have equipped themselves for combat. Combat abilities are adjusted for bonuses.

PYOTR — Clan head



Appearance: Male; age 40; tall; red-haired with beard.

Clothing: Blue tunic, grey trousers (chain mail, small, round shield +1).

Personality: AL N; Fatherly, brave, honest, decisive, good leader, good horseman.

Note: As clan head, Pyotr is the pivot of negotiations with the party (e.g. he will ask the party to search for Stephan - see p14, A Muted Feast).

AC 9 (3); F5; hp 32; MV 90' (30'); #AT 1 sword +1 or 1 arrow (+1); D 1d8+3 or 1d6(+1); Save F5; ML 10; THACO 14 or 17 (16) — R 70/140/210. Abilities: S16, I11, W15, D9, C13, Ch 12. Gear: sword +1 (long bow, arrows, 5 arrows +1).

DARYA — Pyotr's wife

Appearance: Female; age 38; medium height; black hair.

Clothing: Long green dress, silver belt (leather armour).

Personality: AL L; Slightly haughty but down-to-earth with friends; loyal; excellent cook, good horsewoman, good at understanding cryptic codes.

Note: Darya ensures that the adventurers are well taken care of, but is the first to chide them if they make a nuisance of themselves.

AC 8 (6); F2; hp 11; MV 120' (40'); #AT 1 dagger (or 1 arrow); D 1d4 (or 1d6); Save F2; ML 8; THACO 19 or 18 — R 50/100/150.

Abilities: S9, I15, W10, D13, C11, C12

Gear: dagger (short bow, arrows).

TARAS — Pyotr's elder son

Appearance: Male; age 20; tall; red hair, long moustache.

Clothing: Red tunic, orange trousers, fur hat (leather armour +1).

Personality: AL N; Enthusiastic; good sense of humour; will befriend fighters, but suspicious of elves and magic users; excellent horseman, good knowledge of the area.

Note: Encourages the adventurers to take action against the goblins (e.g. he will go with them to search for the horses - see Recovering the Horses, p11). If Pyotr dies, Taras becomes clan head.

AC 8 (5); F3; hp 15; MV 120' (40'); #AT 1 battle axe (or 1 arrow); D 1d8+1 (or 1d6); Save F3; ML 9; THACO 18 or 18 — R 50/100/150.

Abilities: S15, I9, W12, D14, C10, Ch11

Gear: Battle axe (short bow, arrows).

ALFANA — Taras' wife

Appearance: Female; age 19; average height; fair-haired.

Clothing: Long grey dress, embroidered apron, yellow head-scarf.

Personality: AL L; Gentle, sensitive, intelligent; good horsewoman, able to calm the fiercest of wild horses.

Note: The only person capable of re-taming horses which Loshad has made wild (see event WE4, Horse's Friend, p14). This will take 1d4+1 weeks.

AC 9 (9); NM; hp 3; MV 120' (40'); #AT 1 dagger; D 1d4-1; Save NM; ML 7; THACO 20.

Abilities: S6, I17, W10, D9, C11, Ch10

Gear: Dagger.

IRINA (C) — Pyotr's daughter

Appearance: Female; age 17; plump; plaited red hair.

Clothing: Mauve dress, blue apron, head scarf.

Personality: AL L; Perceptive, inquisitive; good horsewoman; can normally (70%) tell when someone is lying.

Note: Cleric, can heal characters. Her ability to sense lies may be used to deter the characters from making "rash" statements or claims.

AC 6; C2; hp 9; MV 120' (40'); #AT 1 sling stone; D 1d4; Save C2 (+2); ML 8; THACO 18 — R 40/80/160.

Abilities: S10, I11, W16, D14, C9, Ch12

Gear: sling, stones, ring of protection +2, holy symbol.

Spells: 1st level - cure light wounds.

MATVEY — Pyotr's younger son

Appearance: Young boy (age 10); untidy red hair.

Clothing: Dirty grey smock, leather trousers.

Personality: AL N; Secretive, quiet; prefers company of animals (esp. horses) to people; can hide in shadows (15%) and move silently (25%); fair horseman.

Note: Potential source of mischief; his mis-adventures might even require him to be rescued.

AC 9; NM; hp 3; MV 120' (40'); #AT Nil; D Nil; Save NM; ML 8.

Abilities: S6, I12, W9, D12, C10, Ch12

KUZMA — Pyotr's mother

Appearance: Female; age 66; short, thin, grey-haired.

Clothing: Long black dress, grey shawl.

Personality: AL L; Stern with adults, kind to children and halflings (thinks they are children); mutters; suspicious of non-lawful clerics; excellent knowledge of legends.

Note: Cleric, will heal characters if asked. She knows many legends concerning the area (e.g. how to summon Loshad - see Loshad's Bargain, p22).

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These people are simply going about their everyday business, intending you no harm, but they can still be important. It is they who can sell you armour and weapons, serve you in inns, or provide you with useful pieces of information. Speaking to them can be fun and informative, but beware, some people may mean you no good — thieves may pick your pockets, thugs may waylay you in dark streets or chaotic magic users may cast spells at you. Dealing with these people is similar to dungeon encounters, but recognising them

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Scale

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Making Camp

Often in the wilderness, you will find that you have to camp out at night, since there is no civilised place to stay. Many predators and humanoids are active at night so it is best to be prepared for the worst. Whether or not to light a fire is a difficult choice. While a fire is useful for light, warmth and scaring off wild animals it is also likely to attract humanoids and other intelligent monsters. The camp site should be chosen with an eye to defence, if possible, allowing only one or two lines of approach, which should ensure that you are not attacked from all sides at once. At least one character should be on guard at all times during the night, to watch if anything approaches the camp and to alert the other adventurers if it does. In order to avoid exhausting those on watch, it is usually necessary to share the task between your group, with 3-4 changes of watch being a good number. Do not forget that spellcasters need to get enough sleep to regain their spells in the morning.

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Healing Wounds

As well as healing wounds by means of spells it is also possible to regain 1 hit point per day by resting. In order to regain a hit point, your rest must be undisturbed both during the day and the night. Any strenuous activity such as fighting or travelling more than a very short distance will stop you from healing. When resting to regain hit points it is advisable to do so in a safe place where you are secure from attack.



abandon the humans at a later stage, Kforedz does her utmost to persuade them to help her and her people. She paints a very convincing picture of the Traldar as ungrateful barbarians, who have repaid years of enlightened patronage with hatred and bloodshed. She might even hint at the existence of an ancient Hutaakan prophecy, which foretold the arrival of the party as saviours of the last remnants of their culture. As a last resort, she will offer the adventurers a jewelled Star of Pflarr (value 1000gp) but will not accompany them under any circumstances. Unbeknown to the adventurers, Kforedz will take any opportunity to *animate dead* to send against the Traldar. She will never admit to this ability.



Appearance: Female, with silvery grey fur; taller than most of her race (cf. *Hutaakans*, p47)

Clothing: pure white robes (over leather armour +1); she wears at all times a large medallion in the shape of a star — the Star of Pflarr

Personality: AL C; naturally aloof and haughty, but capable of great tact and charm

Note: Kforedz might be persuaded to cast spells to aid the adventurers, but only in exchange for their help.

AC5 (inc. D bonus); HD 8**; hp 26; MV 90' (30'); #AT 1 mace +2; D 1d6+2; Save C8; ML 9; xp 1750; THACO 10; New Monster.

Spells:

1st level: cure light wounds (x2), protection from evil

2nd level: bless, hold person, and silence 15' radius

3rd level: cure disease

4th level: animate dead

Gear: mace +2; clerical scroll with cure serious wounds, remove curse, striking

GURI-BEN-KAAL (F) — Traldan Chief

If the PCs decide to accompany the Traldar they meet in western Hutaaka (p46), or if they go there as refugees from the Hutaakans at a later date, Guri will be very anxious to recruit them to his cause. The Traldar have little defence against the undead from the Temple (H5, p50), and Guri will recognise that the party could swing the balance of the "war against the mutts" in his favour. After doing his best to describe the Hutaakans as inhuman sadists, he will go as far as offering 1500gp in gems as an incentive if the party seems reluctant to aid him. On no account will he accompany the adventurers.



Appearance: Male, aged 28; short and very muscular, he wears a brightly-coloured lizard-skin cloak (his "badge" of office) at all times.

Clothing: leather armour and shield

Personality: AL N; shrewd and cunning, but swift to anger and easily insulted.

Note: Accompanied at all times by four Traldan warriors.

AC 4 (inc. D bonus); HD 7; hp 38; MV 120' (40'); #AT 1 spear or 1 hand-axe; D 1d6+3 (inc. S bonus); Save F7; ML 11; xp 850; THACO 12 (inc. S bonus); New Monster.

Abilities: S18, I9, W10, D16, C13, Ch15

Gear: spears, hand-axe

4 Traldan bodyguards

AC 6; HD 2; hp 8 each; MV 120' (40'); #AT 1 spear or 1 axe; D 1d6+2 (inc. S bonus); Save F2; ML 10 (8); AL N; xp 25 each; THACO 17 (inc. S bonus); New Monster.

NON-HUMAN CLANS & TRIBES

Listed below are some individual characteristics of the non-human clans and tribes encountered in the module.

Elves (BD30)

Vyalia

Symbol: Oak tree set with stars.

Features: Pale-skinned, deep green eyes.

Weapons: Swords and longbows.

Home: Tree-houses in forest S.E. of Lake of Lost Dreams (not on map).

Callarii

Symbol: Sad elven woman on a white horse (their epic heroine, Callarii).

Features: Wear robes decorated with leaf-patterns, great lovers of horses.

Weapons: swords, daggers and longbows.

Home: Radlebb forest, including the village of Rifllian (p32).

Gnolls (BD30)

Death's Head (Galt-kalat)

Symbol: A half-decayed head.

Features: Defend their territory fanatically (ML 12), shields bear tribal symbol.

Weapons: spears or swords

Morale: Average (9).

Lair: Caves (not marked) overlooking the valley of the Foamfire River (*Map V*).

Goblins (BD31)

Wolfskull (Kloss-lunk)

Symbol: Wolf's head.

Features: Wear cloaks made of wolf-skin.

Weapons: Axes and spears.

Morale: High (8).

Lair: In the Petrified Forest (W16).

Red-blade (Gnhasska)

Symbol: Bloody sword.

Features: Wear red clothing, and adorn themselves with red objects of all kinds (feathers, shells, fruit rinds, beads, stones, fragments of pot, etc.)

Weapons: Short swords and slings.

Morale: Average (7).

Lair: Underground in the Dymrak Forest (area W9).

Viper (Jaggadash)

Symbol: Snake.

Features: Decorate their bodies with tattoos.

Weapons: War hammers and daggers (for throwing).

Morale: Low (6).

Lair: Underground in the Dymrak Forest (area W10).

Yellow-fang (Faz-plak)

Symbol: Ruined tower.

Features: Yellow skins, wear heavy, iron collars and arm bands.

Weapons: Short swords and short bows.

Morale: High (8).

Lair: Xitaqa ruins (areas B, X1-3).

Hobgoblins (BD31)

Bloodhead (Vlackkag)

Symbol: Severed head.

Features: Pale skins, wear bright robes.

Weapons: Swords and crossbows.

Morale: Average (8).

Lair: Xitaqa ruins (area X5).

Orcs (BD35)

Dark Web (Nyy-akk)

Symbol: Black spider.

Features: Dress entirely in black and wear gold earrings.

Weapons: Swords and axes (for throwing).

Morale: Average (8).

Lair: Gold mine (W12).

Bald Dog (Pftark)

Symbol: Running dog.

Features: Shave their heads, all left-handed.

Weapons: Short swords and spears.

Morale: Average (8).

Lair: Underground in Zargash Mountains (not on map).

Pixies (BD35)

Ilya

Symbol: None.

Features: Wear platinum neck-bands.

Weapons: Daggers.

Morale: Average (7).

Lair: Island in Lake of Lost Dreams (W11).

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WEATHER & OPTIONAL ENCOUNTERS

Weather

The climate of Karameikos is temperate, with short winters that bring little snow, and long, warm summers. The adventure takes place in Spring, and early Summer when the weather is quite changeable. In Table 2, each date has next to it a series of four numbers which indicate the cloud cover, rainfall, temperature and wind for that day. The meanings of the number codes are given below:

Code	Cloud	Rain	Temp.	Wind
0	clear	dry	cold	calm
1	light	showers	cool	breeze
2	moderate	rain	warm	wind
3	heavy	storm	hot	gale

Example: Moldain the 8th of Flaurmont has weather 3/0/2/1, i.e. it is a warm, dry day with heavy cloud cover and a breeze.

Key to Table

Date - cloud/rain/temperature/ wind.

Moon phases:

● - new moon; ○ - quarter moon; ⓠ - half moon; ⓡ - three-quarter moon; ○ - full moon.

TABLE 2 - WEATHER & MOON PHASES

Day of the Week						
Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
Thaumont						
11: 2/0/2/2○	12: 2/2/1/2	13: 3/3/1/2	14: 3/2/1/2	15: 3/2/0/3○	16: 2/0/1/2	17: 3/2/1/2
18: 2/0/1/2●	19: 1/1/1/2	20: 0/0/2/2	21: 0/0/3/3	22: 1/0/2/1●	23: 1/1/1/2	24: 3/2/1/1
25: 2/2/1/0●	26: 1/0/2/2	27: 0/0/2/3				
Flaurmont						
5: 2/0/2/0●	6: 2/0/1/0	7: 3/1/1/2	8: 3/0/2/1	9: 2/0/1/1○	10: 1/0/1/3	11: 0/0/2/1
12: 0/0/3/2○	13: 0/0/2/2	14: 1/0/3/2	15: 0/0/2/3	16: 1/1/2/2○	17: 0/0/2/1	18: 0/0/3/0
19: 1/2/2/0●	20: 1/1/1/2	21: 3/0/0/3	22: 1/0/1/2	23: 1/2/0/1●	24: 1/2/1/1	25: 0/0/2/2
26: 0/0/2/2●	27: 1/1/2/2	28: 0/0/3/3	29: 1/0/2/1			
Yarthmont						
4: 2/1/1/2●	5: 2/1/1/2	6: 1/0/2/2	7: 2/0/2/1	8: 2/1/2/2○	9: 3/3/1/2	10: 1/1/2/2
11: 2/0/1/2○	12: 1/0/2/1	13: 2/1/2/1	14: 1/2/2/2	15: 2/0/1/1○	16: 2/1/2/2	17: 1/0/2/1
18: 0/0/2/0●	19: 1/0/3/1	20: 1/0/2/1	21: 2/0/2/1	22: 1/2/1/2○	23: 1/0/3/1	24: 0/0/2/0
25: 0/0/3/0●	26: 0/0/2/2	27: 0/0/2/3	28: 2/2/1/2	29: 1/0/2/3○	30: 0/0/2/2	31: 1/0/2/0
Klarmont						
1: 1/0/3/1●	2: 1/1/2/1	3: 0/0/3/1	4: 1/0/2/2	5: 1/0/2/1○	6: 0/0/2/2	7: 1/0/3/0
8: 1/1/2/1○	9: 3/2/1/3	10: 1/0/2/1	11: 0/0/3/1	12: 0/0/2/2○	13: 1/0/2/0	14: 1/0/3/0
15: 1/0/2/1○	16: 0/0/3/0	17: 1/1/2/1	18: 1/0/2/1	19: 2/1/2/1●	20: 1/1/2/2	21: 0/0/3/1
22: 0/0/2/1●	23: 1/0/3/0	24: 1/1/2/1	25: 0/0/3/1	26: 1/0/2/2○	27: 0/0/3/1	28: 2/2/2/2

Bargaining

Bargaining is the most common form of trading in Karameikos. Usually the buyer and seller start by stating outrageous prices and then try to meet each other somewhere in between.

For certain transactions which occur during the adventure, a *base offer* or *price* is given for the NPC concerned. Where no base offer or price is given, you should use the prices given on EX19 or else invent your own. If the adventurers are selling, the NPC's initial offer is one third of the *base offer*. If the NPC is selling, the initial demand is double the *base price*. Once negotiation is underway, secretly roll 2d6, add the PC's charisma modifier and consult Table 4 to determine what percentage of the *base offer* or *price* the NPC will eventually offer or accept.

TABLE 4 - BARGAINING

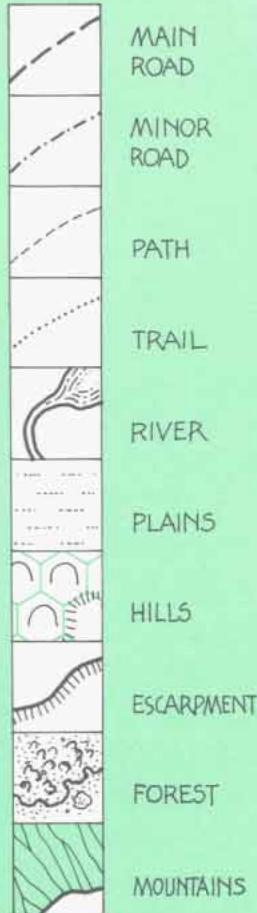
Die Roll	Maximum Offer	Minimum Price
2	40%	160%
3-5	60%	140%
6-7	80%	120%
8-10	100%	100%
11-12	120%	80%
13+	140%	60%

Optional Encounters

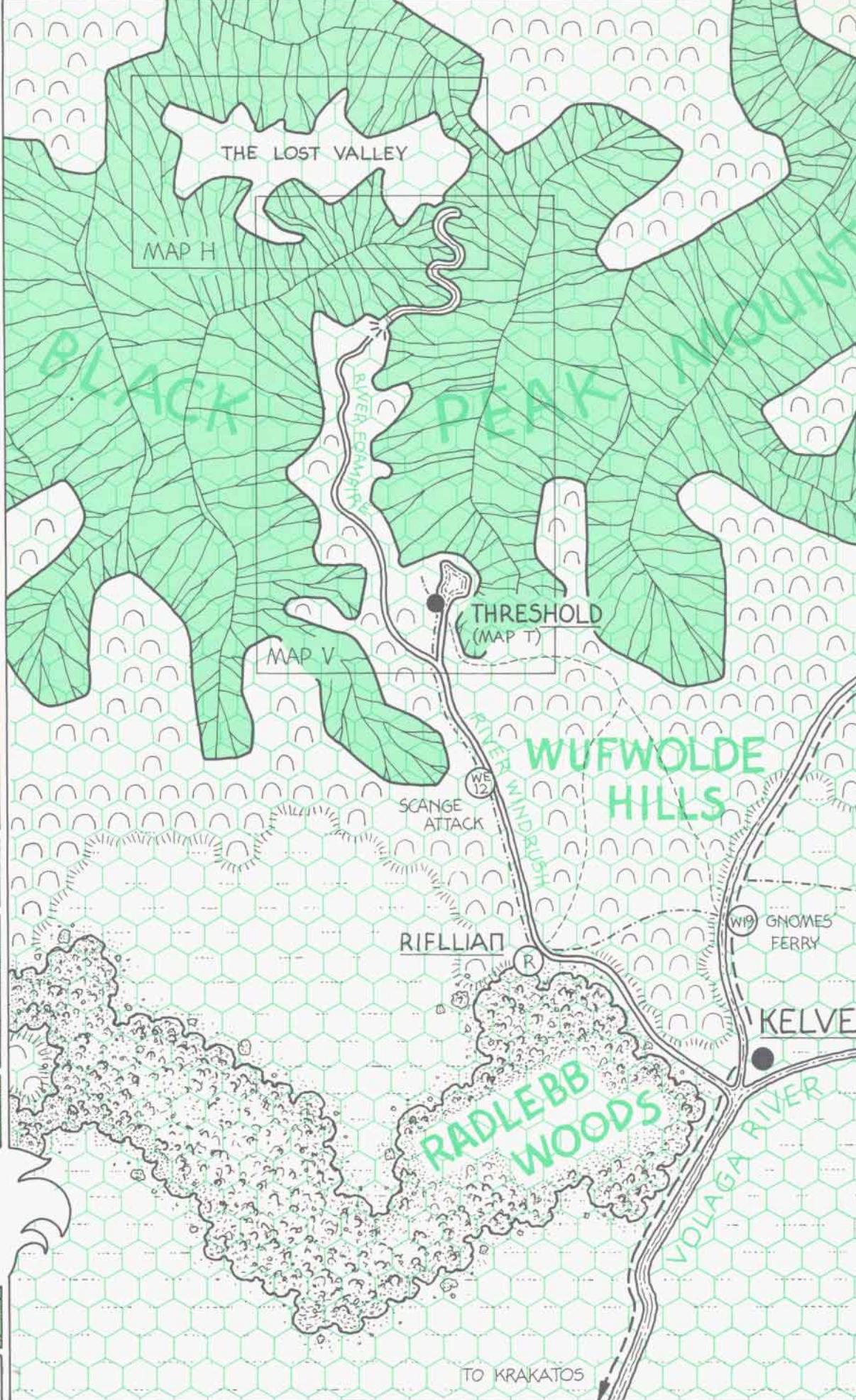
The optional encounters listed may be used as you see fit, to enliven play, and add atmosphere. They can also encourage the players to make haste when they are exploring the area around Sukiskyn, for example. It is not necessary to use these encounters at all if you do not wish to. The encounters may be selected either randomly, or according to your personal preference.

If used as "random encounters" you should refer to Table 3 (PSVIII) and check for an encounter once each day and twice each night, (for example) by rolling d20. If an encounter is indicated, the ranges given in the monster statistics below are used to generate the numbers of creatures involved. By making these checks before play commences, you will find it easier to choose the most appropriate moment for

KEY



1 HEX = 3 MILES



TO SELENICA

EASTERN KARAMEIKOS

MAP K

RIVER SHU
URGA

RIVER VOLGA
URGA

GOLD MINE

XITAQA
(MAP X)

WOLVES' DEN

TOMBS ON
THE RIDGE

WE

IRON RING
CAMP

W5 SIELO

W4 ILYAKANA

MISHA'S
FERRY

W1

W7 HOKOL

SUKISKYN
(PLAN S)

W6 CHERKASS

SCENE OF BATTLE

W2

W8 SEGENYEV

ISLAND OF
LOST DREAMS

W11

W10 VIPER GOBLIN
LAIR

W15 WOLFSKULL
LAIR

W3 BANDITS

W9 RED-BLADE
GOBLIN LAIR

DYMRAK

FOREST

W14

W13

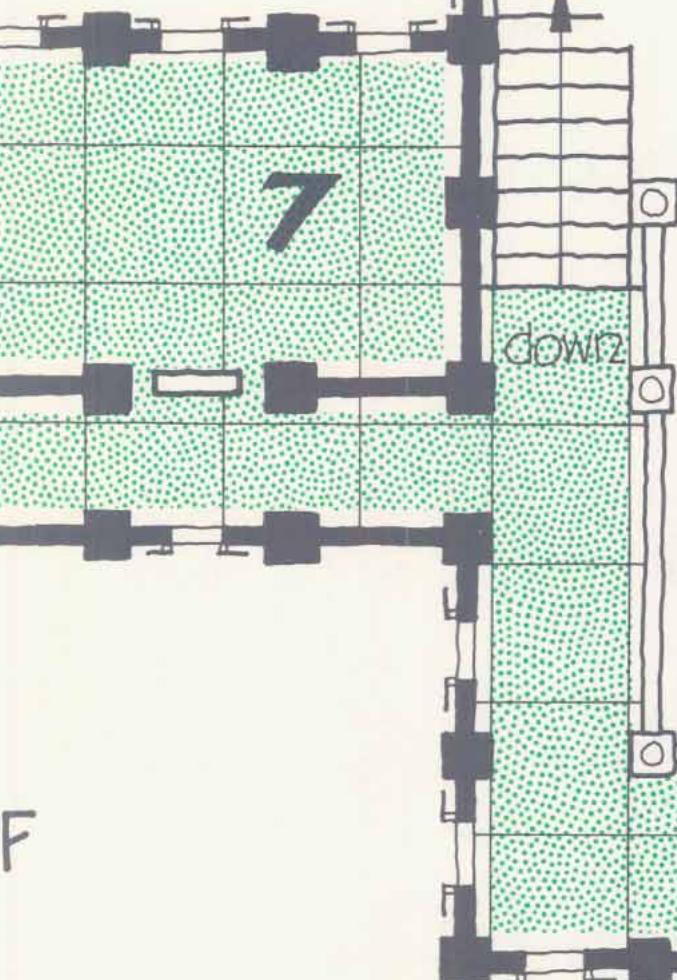
W14

W15

W16

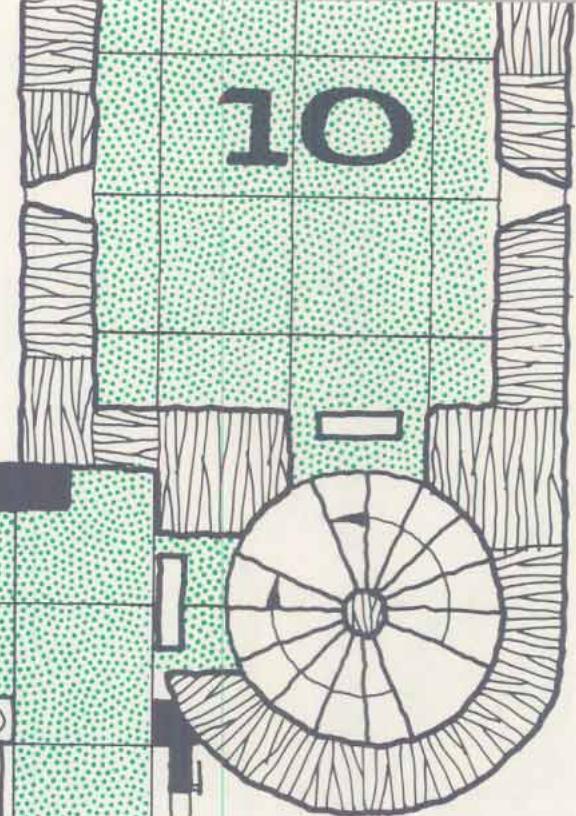
HURDLE
FENCE
BATTLEMENTS
(AC bonus -2)

EET



4

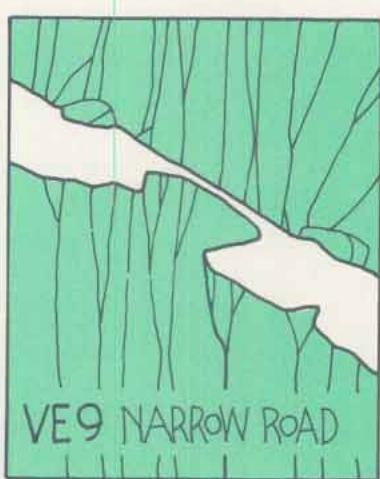
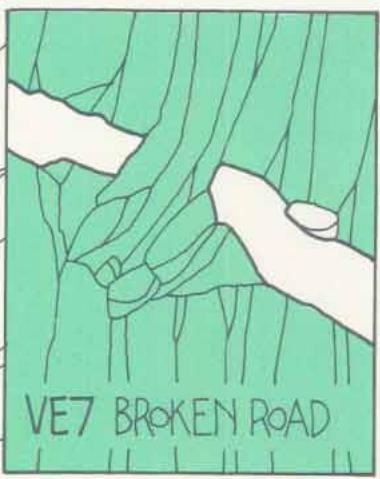
UPPER FLOORS OF
STONE TOWER



10

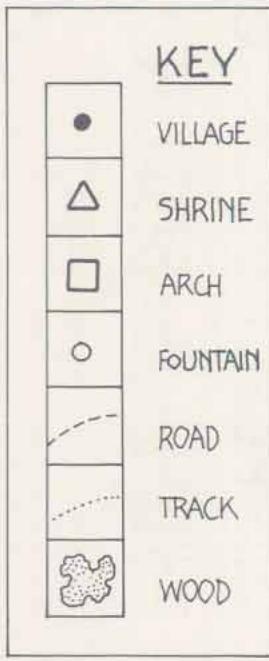
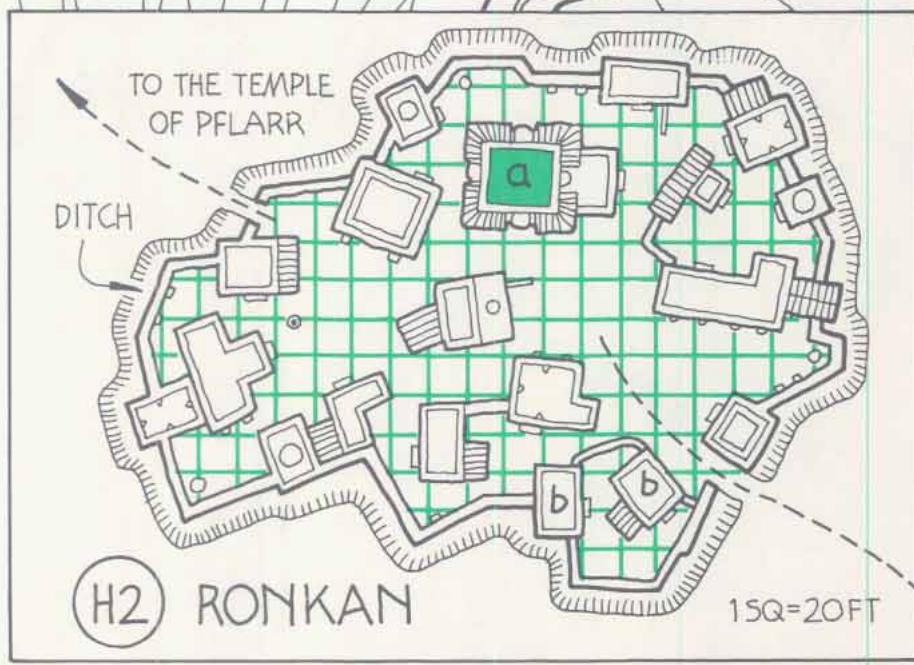
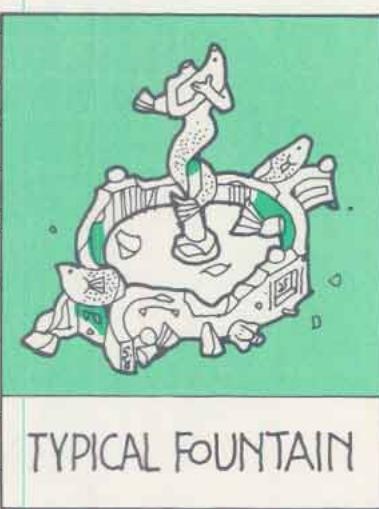
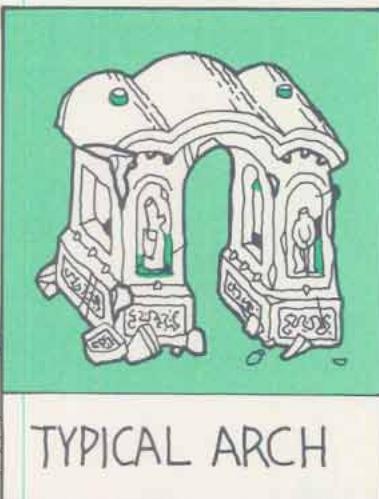
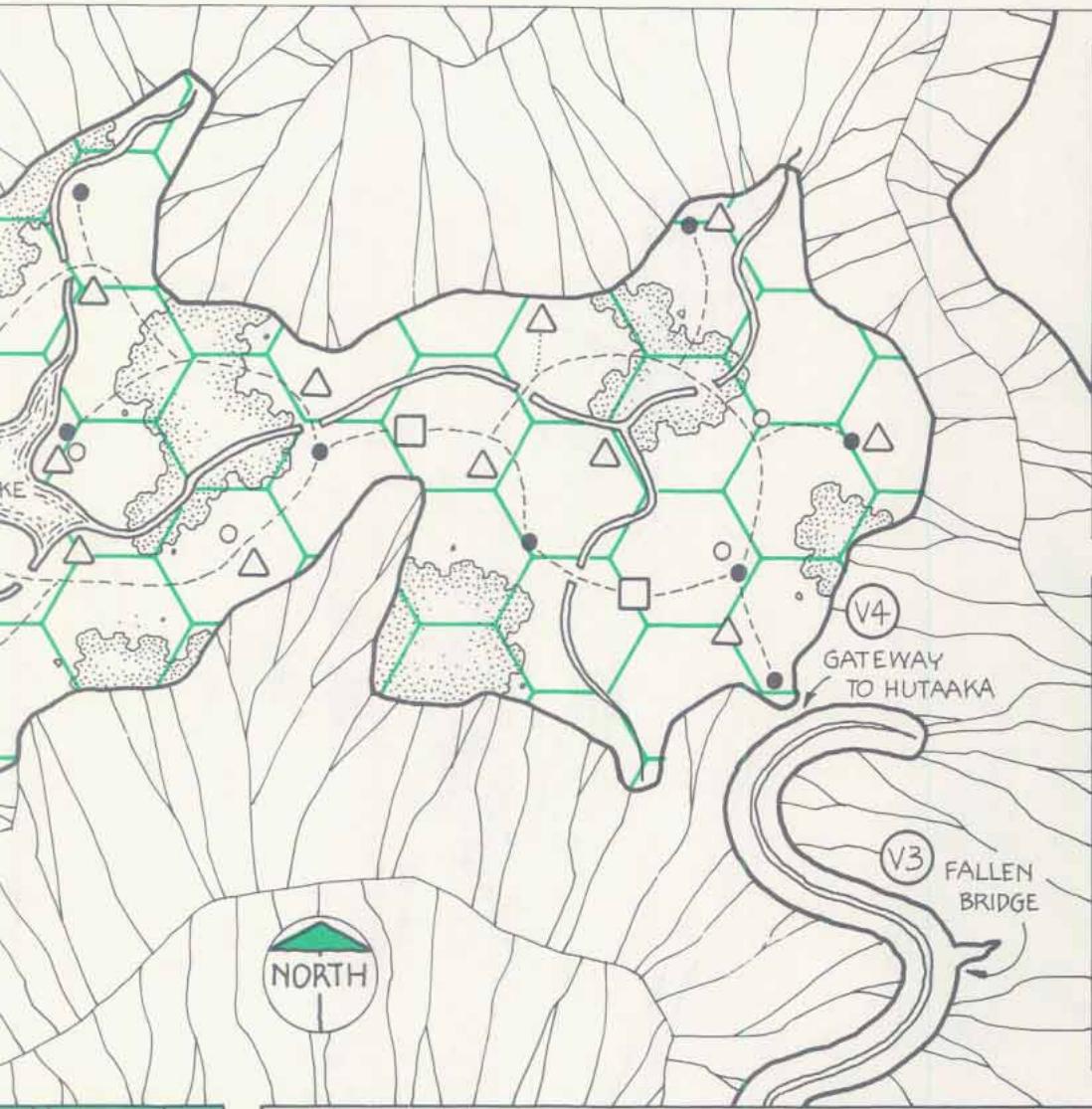
E Y

1 HEX = 2 MILES

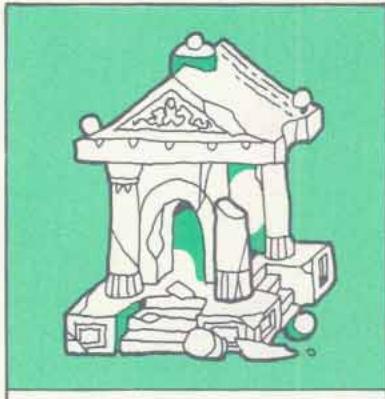


LOST VALLEY

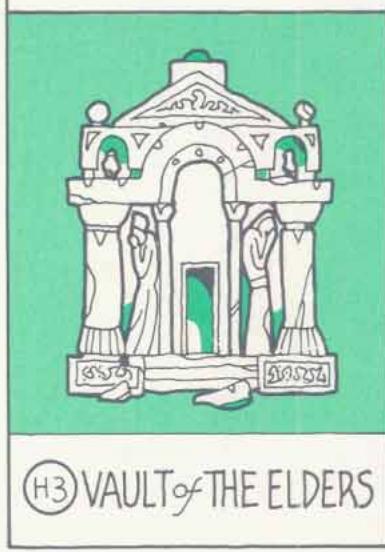
1 HEX = 2 MILES



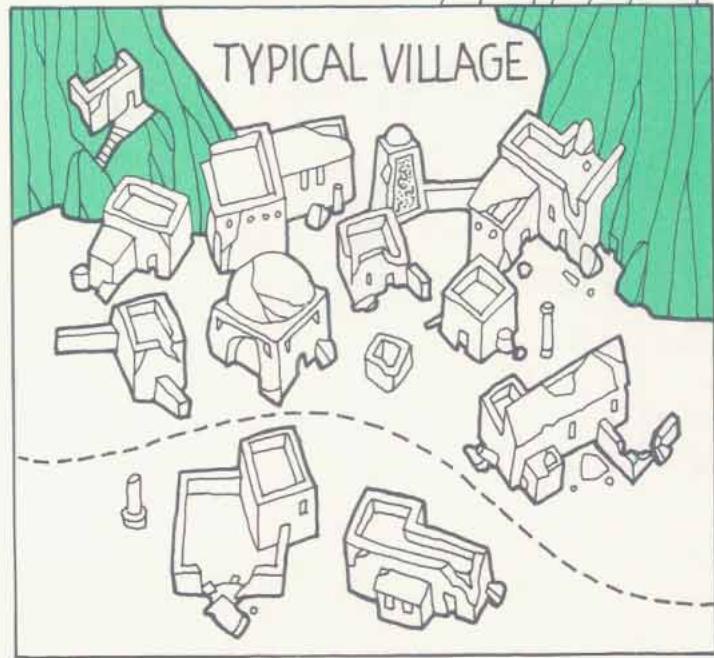
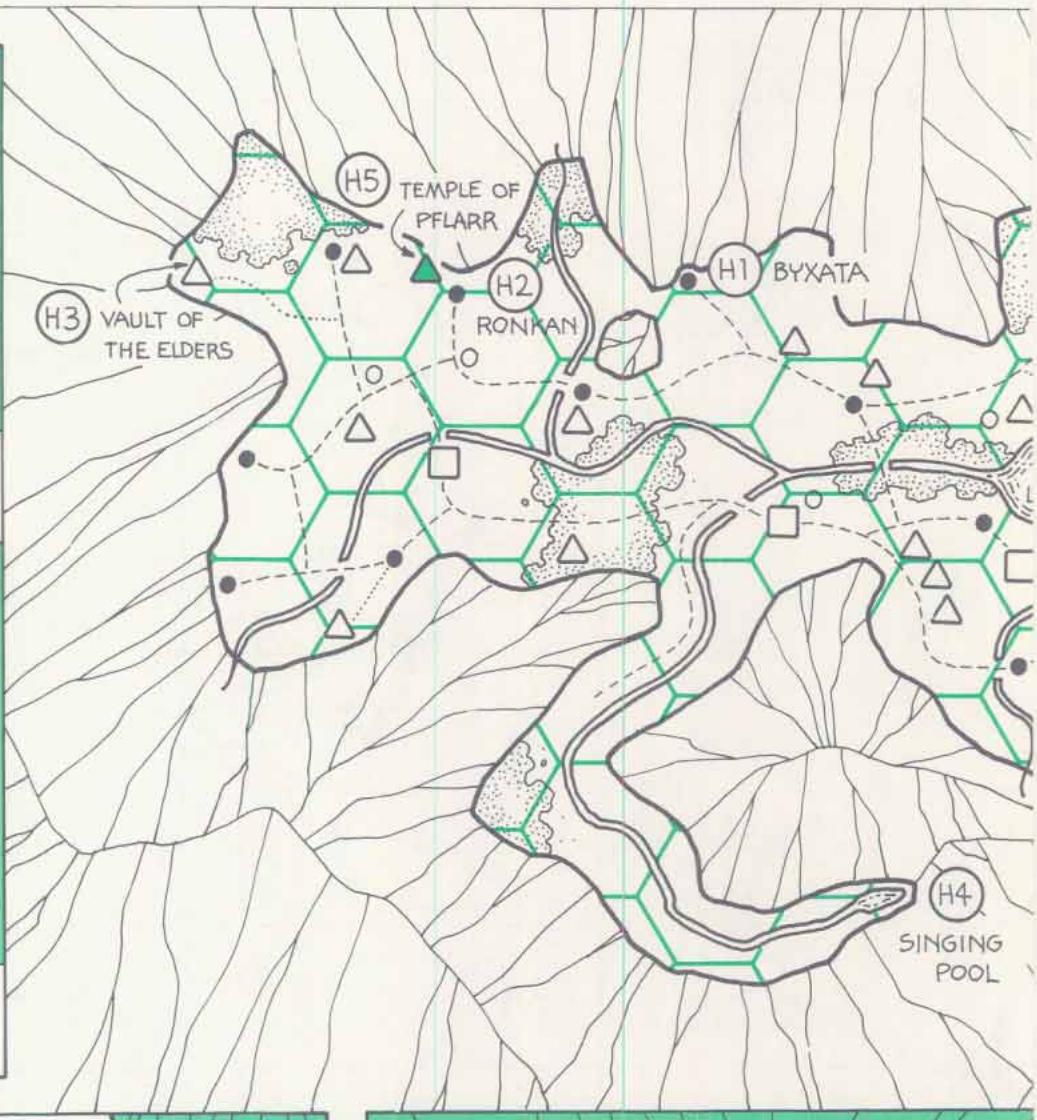
MAP H HUTAAKA - THE



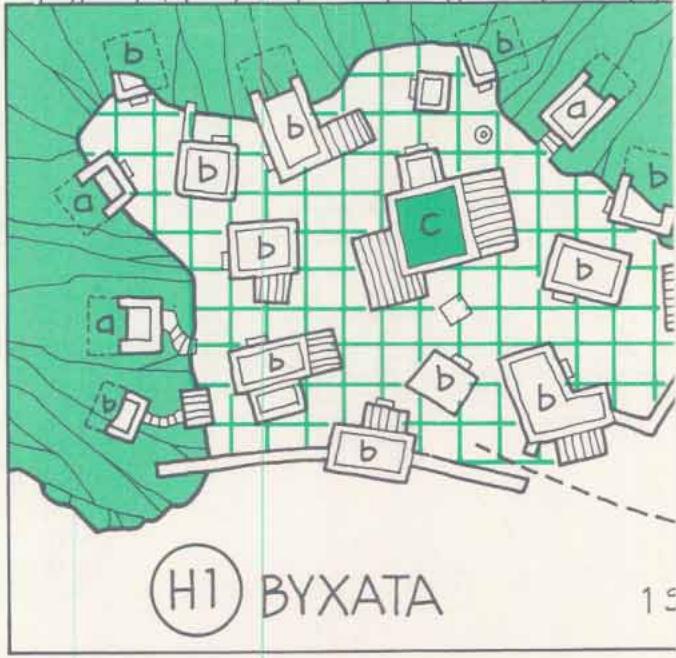
TYPICAL SHRINE



H3 VAULT of THE ELDERS



TYPICAL VILLAGE



H1 BYXATA

NORTH CLEARING

3

NORTH YARD

UP

6

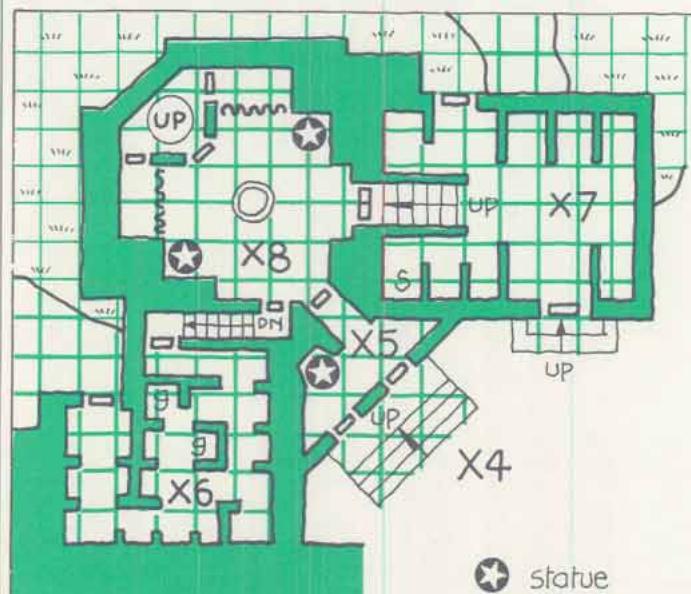
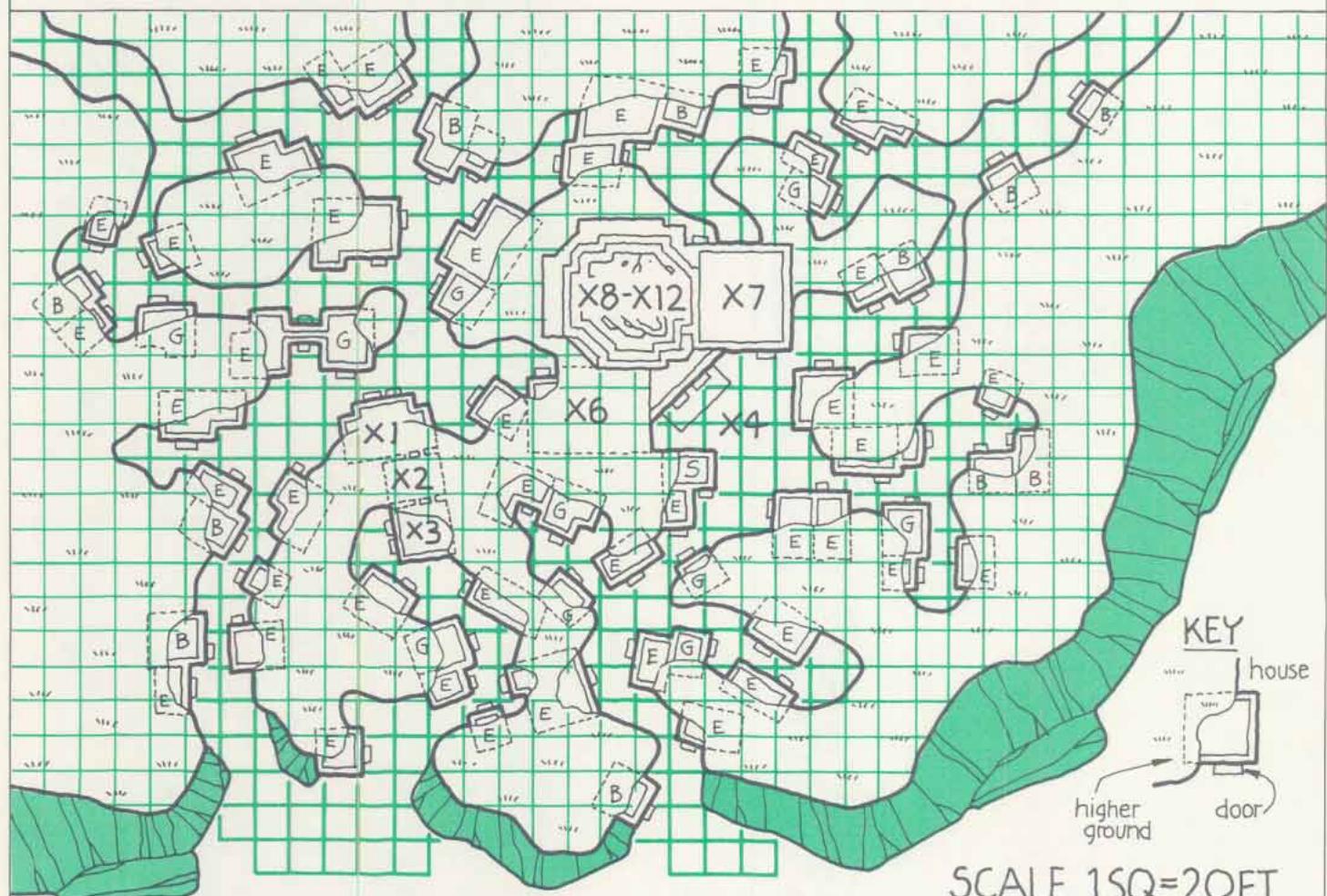
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NORTH RIVER

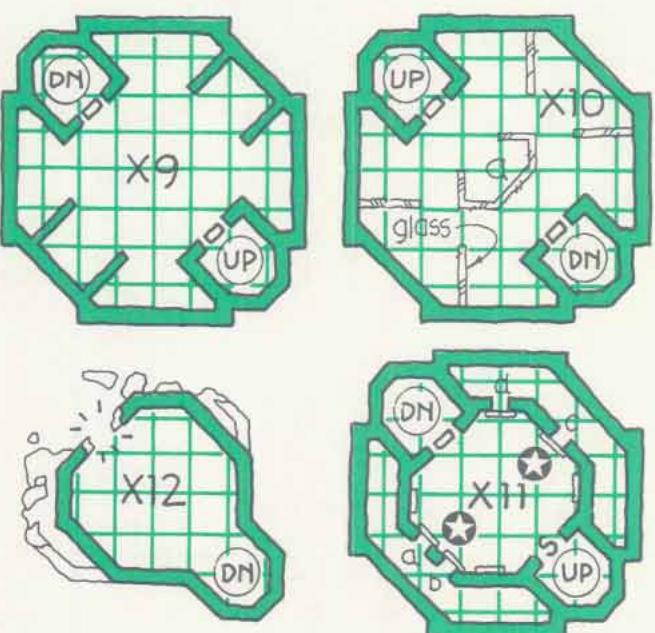
1

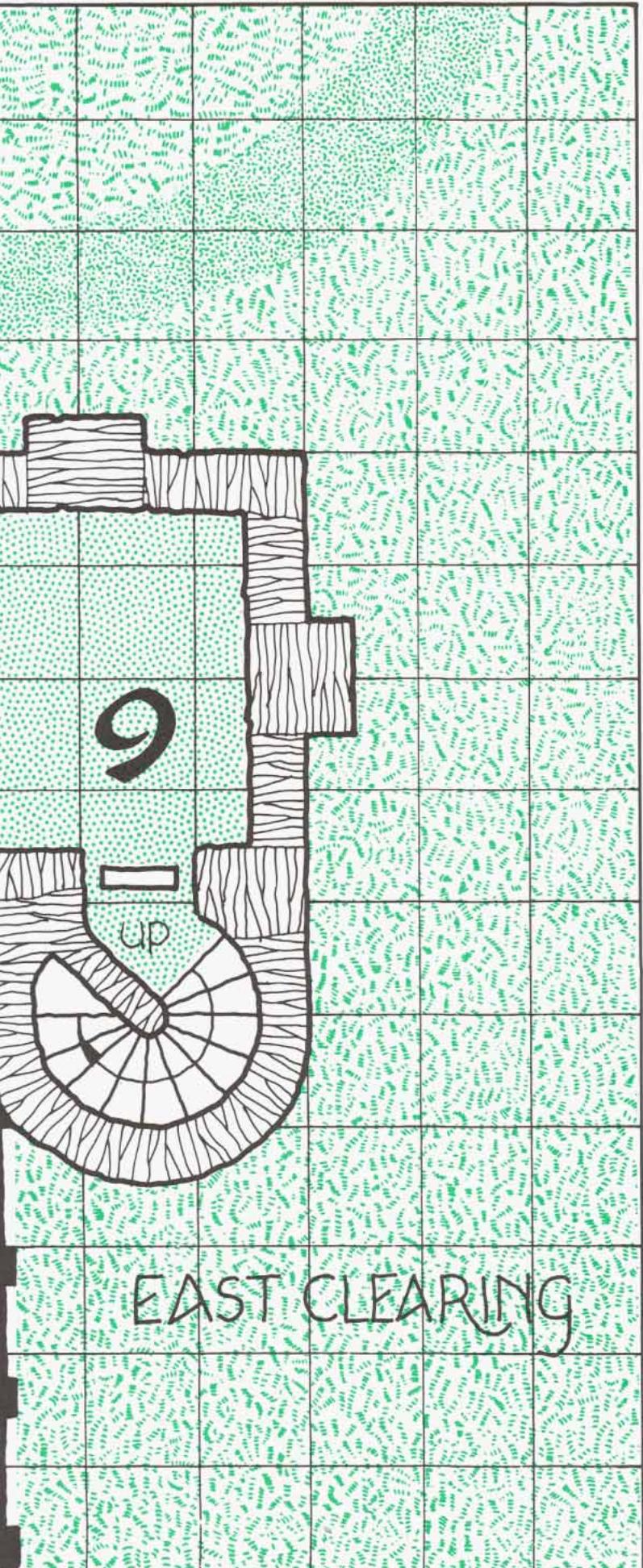
2

MAP X XITAQA



- ★ statue
- UP stairs up
- DN stairs down





sukis



key

WINDOW

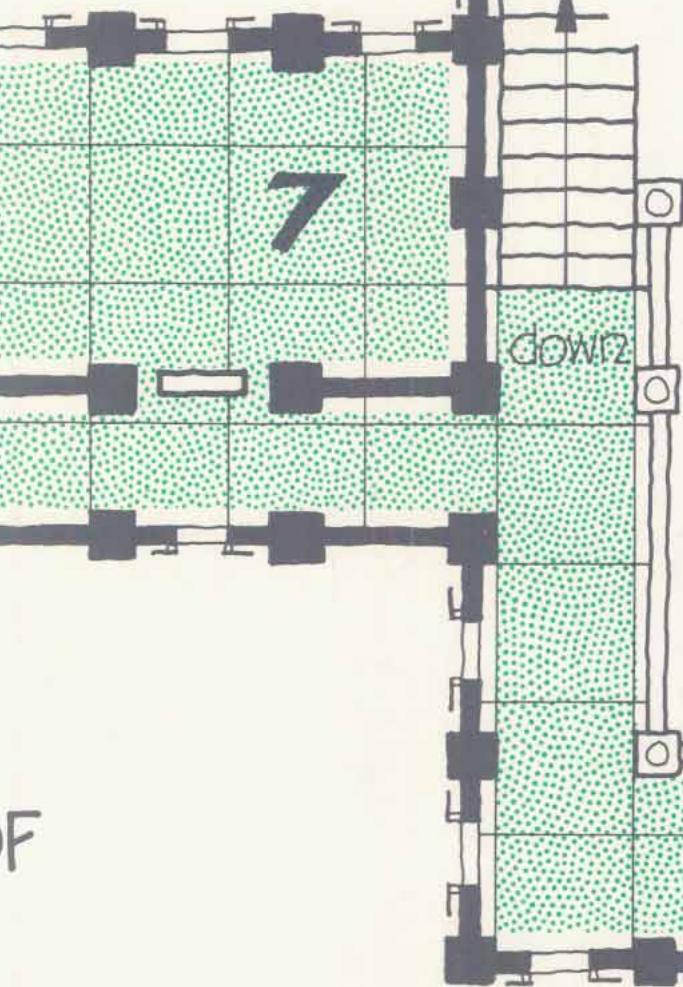
(AC horizon=4)

HURDLE
FENCE

BATTLEMENTS
(AC bonus -2)

10

EET



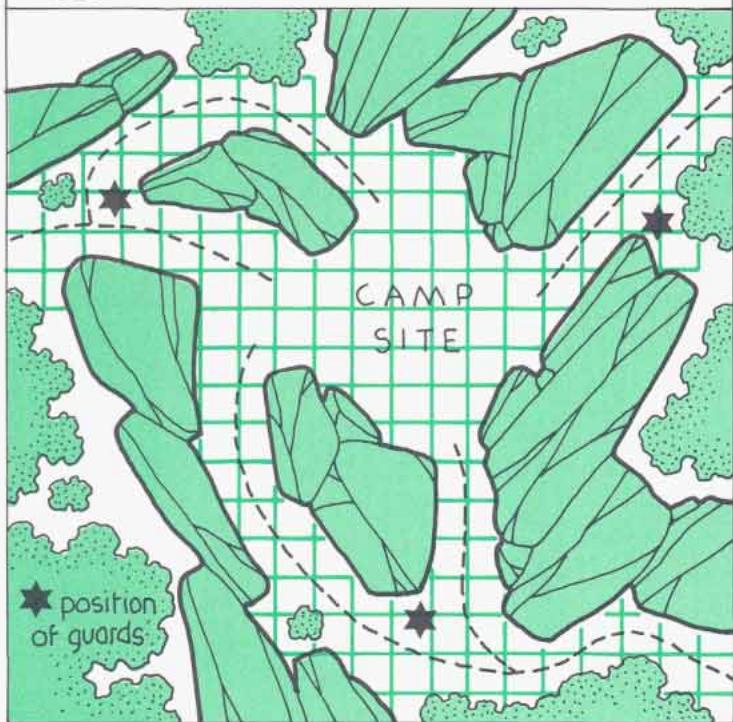
4

UPPER FLOORS OF
STONE TOWER

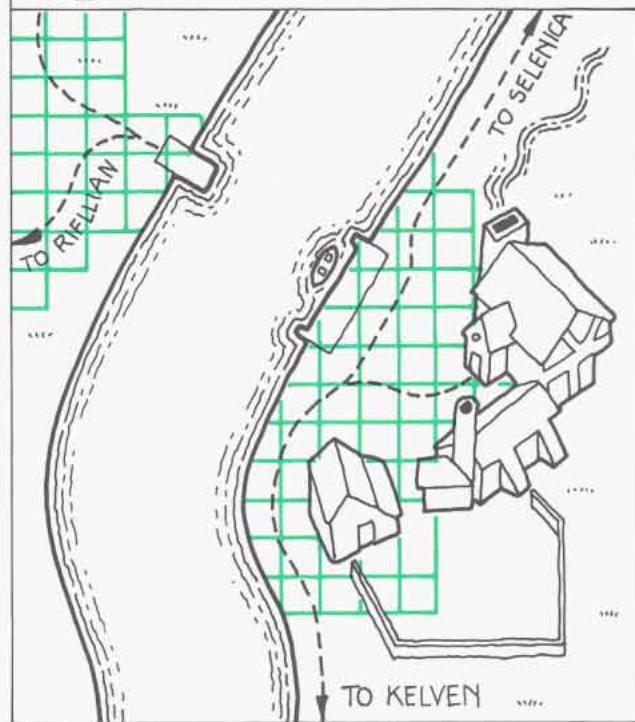
10

WE
7

IRON RING CAMP

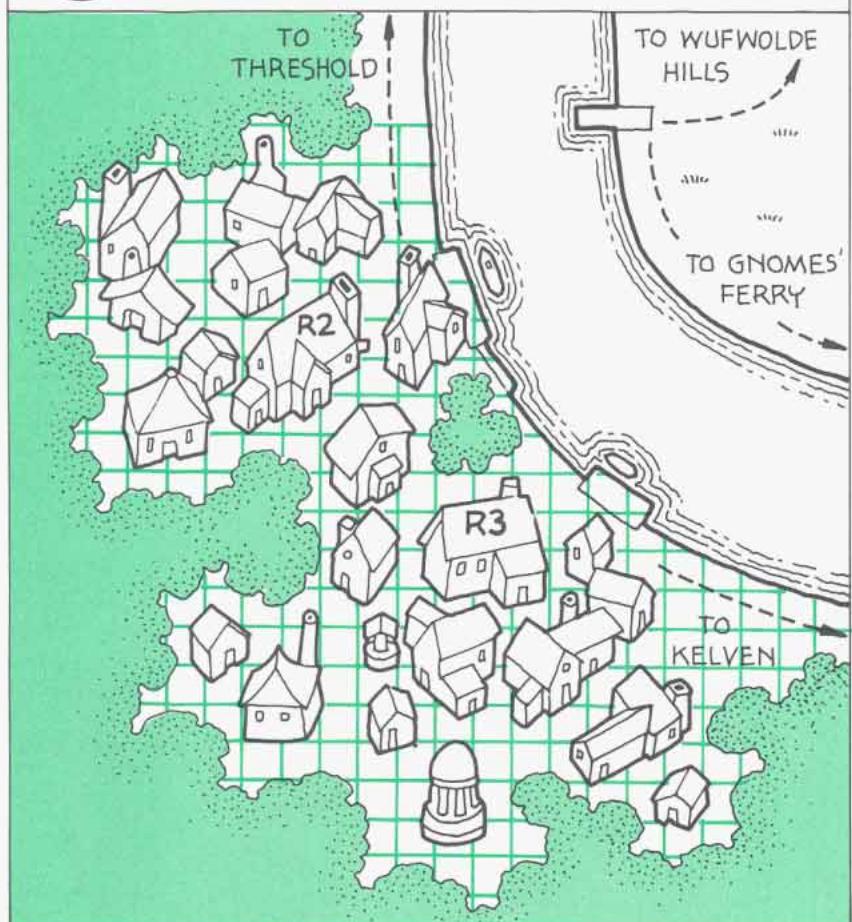
W
19

GNOMES' FERRY

WE
12

R

RIFLLIAN

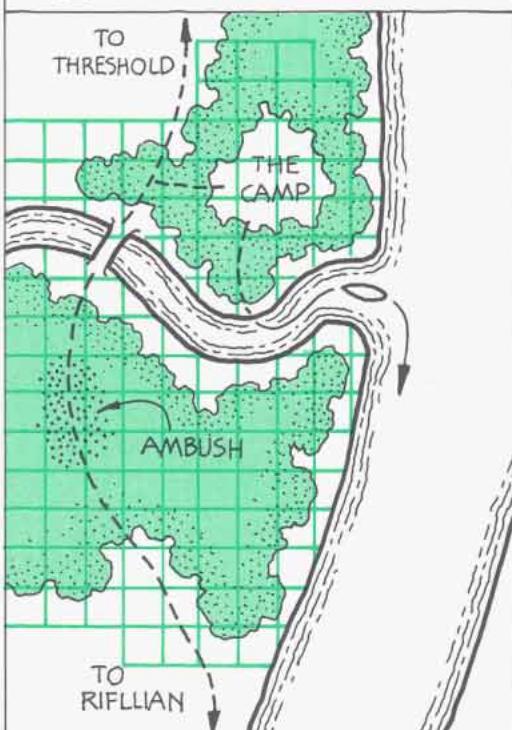


NORTH

SCALE - 1 SQ = 20 FT

WE
12

SCANGE ATTACK





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Jim Bambra, Graeme Morris & Phil Gallagher

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TSR Inc.
POB 756
Lake Geneva
WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom

0-88038-269-4
ISBN 394-55412-4TSR1000

