

BLACKMOOR

Campaign Module

For DUNGEONS & DRAGONS®

GARBAGE PITS of DESPAIR Part 1

The Slave RAIDERS

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PLOT SYNOPSIS

Terrance's Free Company, while returning from a job in Glendower, interrupts an attack on Bathare's Immigrant Train by Slave Raiders. Escorting the survivors to Vestfold, Terrance and his men are offered a commission by the co-Regent Bakula to track down the slavers. Accompanied by a Councillor Marshal, the Marshal's Deputy, Bathare's prospective son-in-law named Arthur, and volunteers from the Free Company, Terrance sets out on his mission to find the raiders and free the prisoners and Bathare's daughter.

It is obvious that the raiders are quite tricky and are aware of Terrance's mission. If there was any doubt about the party being watched, a devastating ambush by the slavers almost destroys the party while Terrance is trying to sneak up on the raider's camp. The raiders then flee southward to the Dragon Hills, having accomplished their mission in the Northern Marches.

The expedition watches the slavers enter what appears to be the lair of the Great Dragon of the Dragon Hills. Suspecting that all is not what it seems,

Terrance has Joey the Hobbit search for another entrance to the cave system. This will avoid what would probably be another ambush. Meanwhile the Slave Raiders emerge into a valley on the other side of the cave entrance and meet with a party of slave buyers from the Temple of the Frog.

The slaves are quickly turned over to the buyers who anxiously load the cargo on a river barge and head back to their monastery in the great swamps. The cause for their haste is the presence of the Great Dragon's garbage pit in the valley. The dragon will wake soon and aside from the stench of the decaying garbage, a Great Dragon will frown upon slavers using her lair for slave trading.

Before the loading can be completed, several of the prisoners escape into the caves through the garbage heaps. Meanwhile in order to rescue the remaining prisoners, other players negotiate the cave system and attempt to intercept the monk's barge before it reaches the main river leading to the great swamp. If they succeed, valuable information can be passed on to the Regents of the Northern Marches and several innocent people saved as well.

DIFFERENT WORLDS
SPECIAL MODULE

TERRANCE'S FREE COMPANY

Terrance of Walworth has been a member of the Company since it was first organized some years ago at the Comeback Inn in Blackmoor. In those days all the men thought about were fighting Orcs and looting dungeons. Now-a-days, easy dungeon loot is a thing of the past and the Orcs weren't about to show their pig snouts around here while the Great Svenny still lived. But one must make a living even if the Company's latest employment was quite odd.

Escorting a cargo of gourmet items to a Dragon was indeed a unique venture. It would have been nice if Doffy, the former Captain of the Company, had been more inquisitive about the details of the job. Such as that the giant ants had first to be captured alive and then delivered! Too bad that Doffy had ended up in a tarpit with one of those gourmet ants but then perhaps that was his karma. The Dragon's agent had paid Terrance and the Company well for the ants that had been delivered.

In Terrance's years serving in the Northern Marches, odd events still cropped up with startling frequency. This was indeed a strange land, so peaceful on the surface and yet so dangerous at the same time.

One always sought to avoid trouble whenever possible. You grew older and wiser that way. For example, it was a good decision to have put in a long day's march to get clear of the fog enshrouded fens of Glendower. Moving cross-country to intercept the main trade road to Vestfold had been difficult. This fatigue was nothing compared to the possible trouble of spending another night in these foggy swamps.

The Company was tired but they had just left the last of the fog behind them. Up ahead there must be a large wagon train halted for the night. The aroma of their cooking was heavy in the evening air. Providing such a train with a few additional guards even this close to Vestfold would further augment the Company's purse. Plus the home cooking, after days of iron rations, would boost everyone's morale.

They were close now, for welcoming cries could be heard up ahead where the point man, Long Bill, had entered the woods. The cookfire smoke was getting quite thick.

**Composition of
Terrance's Free Company**

Terrance

10th Level Good Fighter

Strength	12	Dexterity	15
Intelligence	14	Constitution	9
Wisdom	11	Charisma	13
Armor Class	4	Hit Points	47

WEAPONS: dagger +1, shortsword, war hammer (+1 vs. all opponents, additional +1 against undead, permanent spell effect Deceive)

ARMOR: chain mail, shield, helmet

Long Bill Jordan

8th Level Good Fighter

Strength	18	Dexterity	13
Intelligence	8	Constitution	13
Wisdom	3	Charisma	16
Armor Class	4	Hit Points	51

WEAPONS: pole axe (+3 Strength vs. all non-magical opponents, permanent spell effect Defend), short sword, dagger

ARMOR: chain mail, shield, helmet

NOTES: An excellent tracker in wooded or swampy terrain. Has a 90% chance of spotting a trail.

Joey

9th Level Good/Neutral Hobbit/Thief

Strength	10	Dexterity	14
Intelligence	12	Constitution	9
Wisdom	14	Charisma	6
Armor Class	6	Hit Points	38
WEAPON:	shortsword, sling (20 stones), dagger		

ARMOR: leather, helmet, and shield

Andy the Jack

7th Level Neutral Fighter

Strength	11	Dexterity	16
Intelligence	10	Constitution	15
Wisdom	6	Charisma	11
Armor Class	4	Hit Points	36

WEAPONS: sword, hand axe, dagger, crossbow (40 bolts)

ARMOR: chain mail, shield, helmet

Father Laum

9th Level Lawful Cleric

Strength	14	Dexterity	14
Intelligence	11	Constitution	18
Wisdom	16	Charisma	17
Armor Class	5	Hit Points	46

WEAPONS: +1 mace, wooden club, Amulet of Protection against Evil, five bottles of Holy Water, three Holy Symbols

ARMOR: chain mail, helmet

SPELLS:

First Level: Cure Light Wounds, Resist

Cold, Detect Magic

Second Level: Hold Person, Speak with Animal, Bless

Third Level: Cure Disease, Cure Blindness, Striking

Fourth Level: Cure Serious Wounds, Neutralize Poison

Twelve Warriors

1st to 4th Level (4/1/2/5)

Half wear leather armor and the rest chain mail, each wears a helmet and carries a shield. All are mounted on normal horses. Half of the men have short bows (20 arrows each) and the rest spears. All have one or two daggers and a sword

General Equipment

Iron rations for one week, 200 extra arrows, 250' of rope, 48 torches, 2 lanterns, 4 flasks of oil, 20 backpacks, 24 small sacks, 18 large sacks, 20 iron spikes, 1 canvas tent, 24 water skins, 6 wine skins for medicinal purposes, 12 tinder boxes, 3 steel mirrors, 4 bunches of wolfsbane, 5 Holy Symbols, 9 pack mules

THE IMMIGRANT TRAIN

It has been a long journey for the immigrants. Since being recruited weeks before by Iscar, an agent from the Council of Regents at Vestfold, Bathare had led the train many leagues north from the Empire's lands in the south.

Bathare's train had started with over 500 people but now there were fewer than three hundred remaining. Some had fallen during the attack by orcs some ten days ago but most have fallen by the wayside due to disease or just weariness. It was not a train with adequate medicinal supplies nor cure spells.

Now the train was actually in the Northern Marches of the Great Empire. Iscar had not been exaggerating when he had told them of the vast empty tracts of fertile farmland just waiting for their plows.

In a few days the train would reach the Northern Capitol of Vestfold. Once there each family would receive a writ allowing that family to farm a



choice bit of ground with only a set double tithe going to the landlords and Regents—a tremendous freedom after the wanton avarice of the Southern Lords.

Iscar, the agent for the Regents, had even promised to try and get an escort for the slow moving colonists. Iscar had left early this morning to notify the Regents' outpost at Booh of the train's arrival. Iscar had promised to secure the train an escort to Booh and then to Vestfold.

Here in the heart of the Northern Marches and near the capitol all seems peaceful and quiet. The cookfires are started and soon the evening air is filled with the tantalizing aromas of the coming repast. In the gathering twilight the boys guarding the livestock announce to all the approach of riders. Through the gathering darkness the riders can be seen coming toward the camp along the road from Booh.

"Ah," says Bathare, Captain of the train, to his assistant and prospective son-in-law Alfred, "these Regents are as good as their word!"

Composition of the Immigrant Train

Bathare

9th Level Good Druid

Strength	17	Dexterity	10
Intelligence	11	Constitution	16
Wisdom	12	Charisma	17
Armor Class	9	Hit Points	20

WEAPONS: small club, staff (+3 with 2nd Level Obscure spell, 3rd Level Hold Animal and Water Breathing spells, 1D10+6 charges—Alfred knows how to use the staff but will be very reluctant to tell anyone else of its capabilities; it is hidden under the wagon)

ARMOR: leather

Alfred and Monaca

Thirty Men

1st to 3rd Level (19/10/1)

Half have leather armor, all have small clubs and daggers. Five have old swords and there are eight spears, ten helmets, three smith's war hammers, and four bows (10 arrows each). None are armed when the attack begins and it will take each of these men 1 to 6 turns to find a weapon after the attack begins.

Others

100 women, 150 children, 20 elderly men and women, 15 wagons, 68 horses of various sizes, 73 heads of cattle, and 170 sheep.

THE ATTACK

Bathare steps to the edge of the encampment with Alfred. The two prepare to greet the approaching escort of soldiers. He cannot see Iscar but a stalwart looking knight can be plainly seen at the head of the riders.

As Bathare raises his arm in greeting, an arrow sings through the night striking him in the forehead. Although the arrow has a blunt head, Bathare slumps to the ground seriously hurt. Then the riders sweep past him and down upon the luckless immigrant train. Those who seek to flee are brought down by raiders casting capture nets. At the same time footmen rush in upon the camp from the surrounding woods subduing helpless men and women trying to flee the riders.

Composition of the Slave Raiders Party

Robert of Stone Brook

9th Level Neutral Fighter

Strength	17	Dexterity	14
Intelligence	11	Constitution	11
Wisdom	12	Charisma	11
Armor Class	1	Hit Points	35

WEAPONS: 2-handed Flaming Sword (a +3 Sword of Legend acquired several years ago with a 25% bonus, 8 Ego, 9 Intelligence, primary powers Detect Metal, Find Secret Doors, and Find Traps, extraordinary power Teleportation), two daggers, lance, flail, thumbscrew, Ring of Protection against Good

ARMOR: plate mail, shield, helmet

Lare of Fenstien

6th Level Chaotic Magic User

Strength	9	Dexterity	8
Intelligence	19	Constitution	13
Wisdom	17	Charisma	4
Armor Class	9	Hit Points	24

WEAPONS: dagger +1, Wand of Protection against Magic

ARMOR: Ring of Protection +2 (usable by Chaotics only)

SPELLS:

First Level: Charm Person, Detect Magic

Second Level: Locate Object, Levitate
Third Level: Fire Ball, Haste

K'Colrom

4th Level Half-Orc Evil Magic User

Strength	4	Dexterity	13
Intelligence	15	Constitution	12
Wisdom	18	Charisma	3
Armor Class	6	Hit Points	11

WEAPONS: dagger +2, Wand of Cold

ARMOR: leather worn under cloak

SPELLS:

First Level: Detect Magic, Sleep

Second Level: Continual Light, Invisibility

Sammy the Slime

6th Level Chaotic Thief

Strength	10	Dexterity	17
Intelligence	9	Constitution	9
Wisdom	17	Charisma	2
Armor Class	4	Hit Points	23

WEAPONS: composite bow (30 arrows), short sword, three throwing daggers, throwing axe, Ring of Invisibility good for one use.

ARMOR: chain mail, shield, helmet

Main Body of 40 Men

Two 2nd Level Fighters, rest 1st Level Treat as Brigands

Half are wearing leather armor and the rest chain mail, all are riding regular horses, half the men have shields, half have short bows, half have spears. All have short swords. All have small clubs and short ten-feet ropes for subduing victims.

THE RESCUE

Terrance can now tell that the cookfire smoke is mingled with that of burning wagons while the cries of greeting are clearly cries of terror. It is evident that somebody is trouble. This close to Booh, it could only be bandits. The company's course of action is clear. The men urge their tired mounts forward through the trees. But where is Long Bill? He's out in front encountering Robert of Stone Brook.

NOTE: Long Bill Jordan will get the first strike if he attacks immediately. If Jordan manages to knock out or kill Robert in one melee round, the Free Company will completely surprise the raiders. Until another of them is attacked and not killed or knocked unconscious, the other raiders cannot flee the attacking Company. If not immediately neutralized, Robert will order the raiders to flee immediately carrying only what they can carry. This order will be instantly obeyed by the raiders who will only stop and defend themselves when attacked.

To reflect the fatigue of Terrance's Company, reduce all mounted movement by 1/3. The men will all suffer a -1 on Dexterity and Strength for the duration of the combat. These effects can be reversed by the usual magical means if such means are available.

On the other side of the trees, Terrance can see several burning wagons. Riding amongst the wagons are men with torches setting the few unburnt

wagons on fire. Other riders, as well as men on foot, can be seen pursuing fugitives fleeing from the train. Immigrants that have already been captured are in a small huddled group gathered in the midst of the burning wagons.

The Company does not hesitate as they follow their Captain into the midst of the raiders. A few of the raiders are slain but at the first hint of serious opposition, the Slavers are able to carry off only a few victims as they flee into the night.

OPTIONAL: The only loss among the rescuers is Long Bill Jordan who falls to a stalwart looking knight wielding a flaming blade. Jordan's long bill and hook did not save him this time as it so often had in the past.

Stunned and bewildered, the immigrant train survivors spend the night binding their wounds. In the morning the dead that can be found are burned. At noon the train heads west towards Vestfold with Terrance's Company as escort. Before evening a dozen mounted Musketeers arrive from Booh to escort the immigrant train as arranged by the missing Iscar.

The train makes good time and a few days later it arrives at Vestfold without further incident.

VESTFOLD

At Vestfold there is an official inquiry that wastes everyone's time. It's findings are that the agent Iscar, after delivering Bathare's request for an escort from Booh, was captured by the raiders. The raiders then extracted from Iscar the information about the location and size of the immigrant train. Having gained all the information that they needed the raiders then killed Iscar. The raiders then disguised a part of their force to resemble the expected escort of Council troops. This diversion allowed other raiders to sneak up and surround Bathare's train. Only the timely arrival of Terrance's Company saved all of the immigrants from death or capture.

Terrance's Company will receive a reward for their timely action on behalf of Bathare's people. Bathare is still unconscious but is expected to live. As much as possible the immigrant's losses will be replaced.

Some additional information is revealed to Terrance and Alfred during the course of the investigation.

—High in the hills southwest of Blackmoor Castle lurk at least one band of slave raiders. This band has harassed the main trade route to Vestfold for several months.

—The Council of Regents in Vestfold have been too distracted by events along the border to send any regular troops to deal with these raiders.

—The Council's convoys are attacked frequently but only a few additional guards can be spared at this time.

—The elves of Blackmoor see these raiders as basically a human problem since elves are never attacked by the raiders.

—The Merchant's Guild is upset but not extremely so. They have set a reward for destroying the raiders. Regular convoys of the Merchant's Guild are not attacked. Only the smaller merchant trains have suffered an occasional outrage.

—Other groups of travelers are the prime victims of these raiders with groups of immigrants almost always being attacked.

—The raiders always take great pains to capture prisoners rather than just kill everyone and loot. This seems to be confirmed by the fact that immigrants rarely carry any significant amount of gold. Thus the raiders are certainly slave raiders and not just bandits. Their hapless victims either end up on the altars of the Monks of the Swamp or in the great slave pens of the Duchy of Ten. Slavery has been officially abolished in the Northern Marches by the King and the Council of Regents.

Gamemaster Notes:

1. All the survivors have reported a stalwart knight with a flaming sword leading most of the attacks. This knight is thought to be Robert of Stone Brook, a ruthless renegade who once served in the garrison at Blackmoor with Terrance a few years back.
2. All the attacks have taken place on the main road between Vestfold and Bramwald. There have been no attacks around either Blackmoor or the Tower of Booh until recently.
3. No trace has been found of any of the prisoners once they reach the Dragon Hills. No one has ever escaped after these hills have been entered.
4. The few prisoners that have escaped prior to reaching the Dragon Hills will report the presence of several large gray birds with the raiders.
5. As a result there is no information about where the prisoners are taken or sold.
6. No raider has ever been captured alive. Even slightly wounded ones that are captured die soon after as raving lunatics. The only thing known for certain is that many of the raiders are former robbers and bandits whose faces are well known in the Northern Marches.

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THE OFFER

The co-Regent Bakula summons Terrance to his private chambers. Once there Terrance hears that while he and his men were among the fens of Glendower, the Northern Marches have come under increasing pressure from its neighbors. Thus no troops can be spared to hunt down this band of raiders which prompts the following:

“Although troublesome, the slavers had not been a serious nuisance until the last month or so. Now almost every wagon train of immigrants or small merchant is attacked. Before there was usually only one or two attacks in a month.

“The co-Regent Bakula wishes Terrance to undertake an expedition to track down and destroy these raiders. Even locating the raiders' main camp or finding out what happens to all the prisoners will be invaluable. Without that information the Regents cannot adequately analyze the extent of the threat or really find a long term solution.

“If the force of raiders proves to be small enough then Terrance can destroy them himself. In any event, Terrance's Company will be well rewarded for their effort.”

Terrance is eager to undertake the task and he persuades many of the others in the Company to join the expedition. Hunting slavers must be easier than capturing giant ants and seems a lot more respectable.

Bakula is very pleased and offers to send along one of the Councillor Marshals and his deputy to assist, since the reputation of these Marshals is quite high. The Marshal will provide his own supplies and the two of them will not receive a share of the Company's expected reward.

Terrance accepts this additional aid.

Councillor Marshal McCumulæ

9th Level Lawful Fighter

Strength	14	Dexterity	12
Intelligence	12	Constitution	14
Wisdom	11	Charisma	9
Armor Class	2	Hit Points	42

WEAPONS: mace +1, two bottles of Healing potions, sword, dagger, Wand of Fireballs (see below), Amulet of Protection against Evil, staff of Lightning Bolts (Starting up to 300' away and 60' long from that point, victims who miss their saving throws take 6D6

The Slave Raiders

points of damage. The staff contains 60 charges and takes three uninterrupted melee rounds for the Marshal to recharge the staff. Each time the staff is used there is a 5% chance of the weapon malfunctioning. If the Marshall decides to try and fix the staff he may undertake no other activity at that time. Roll against the Marshall's Intelligence for successfully clearing the malfunction.)

ARMOR: plate mail, shield, helmet.

Deputy Councillor Marshal Fenster 6th Level Lawful Fighter

Strength	13	Dexterity	13
Intelligence	10	Constitution	15
Wisdom	7	Charisma	12
Armor Class	4	Hit Points	31

WEAPONS: sword, dagger, morning star, one bottle of Healing potion, Wand of Fireballs (see below), Amulet of Protection against Evil.

ARMOR: chain mail, shield, helmet.

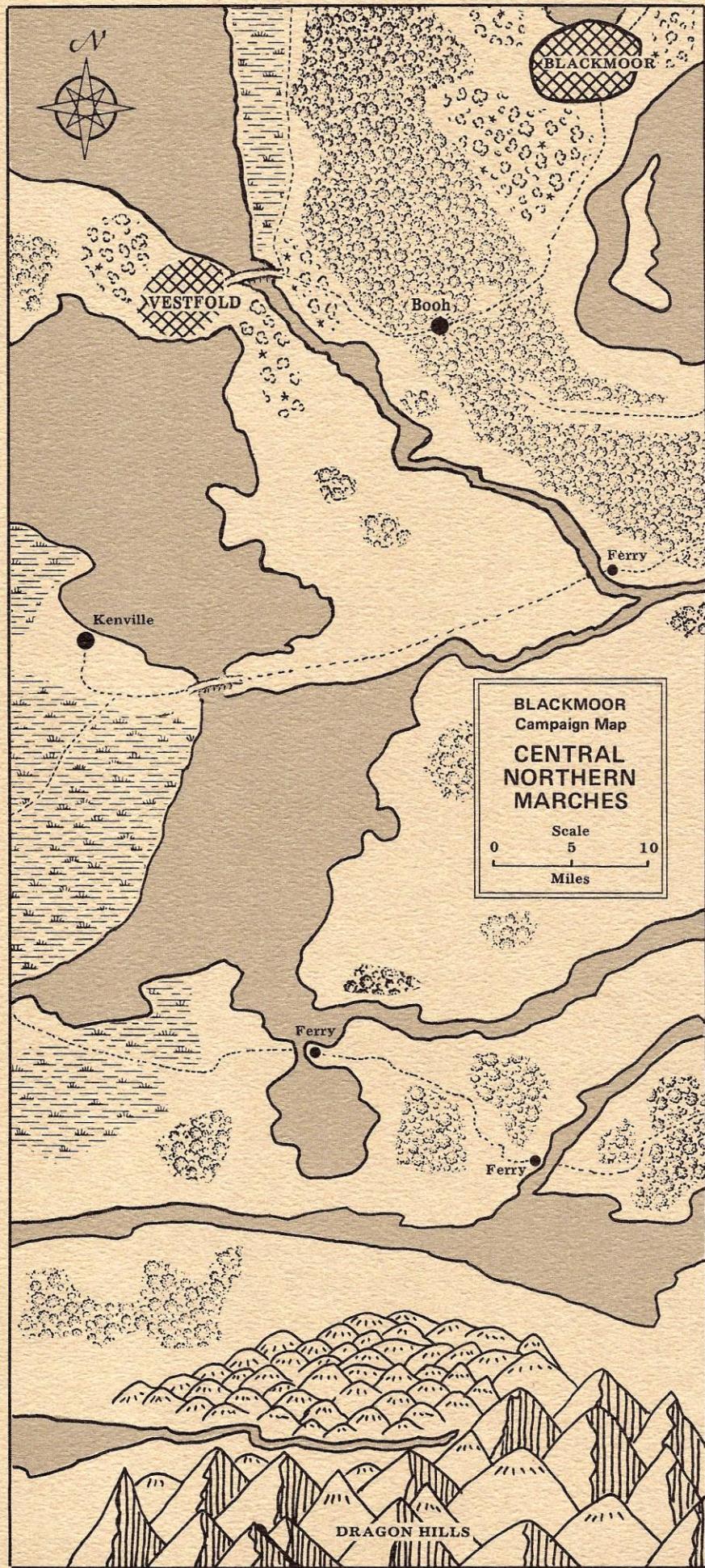
EQUIPMENT: Both ride trained war-horses of the 2nd Level although the Marshall's horse is a year older than his deputy's horse. Also each has 50' of rope, a tinder box, three torches, two iron rations, two water skins, two small sacks, one large sack, backpack, one Holy Symbol, wolfsbane, one lantern, one mirror, and 50 gp.

WAND OF FIREBALLS: Both the Marshal and his Deputy carry a small Wand of Fireballs. Each has six charges and the wands recharge after the passage of three melee turns during which the owner cannot engage in any other activity. The wand contains 30 charges. They have a range of only 100' and do 2D6 points of damage. Victims who make their saving throws take no damage. There is a 15% chance per spell that the wand will malfunction. It will require a roll against the owner's Intelligence to remove the malfunction. They may not undertake any other activity at that time.

PAYING RESPECTS

Before departing from Vestfold, Terrance goes and pays his respects to Bathare. Bathare requests that Alfred be allowed to come along. Alfred's intended bride, and Bathare's eldest daughter, was carried off by the raiders. Bathare can offer only a dozen silver pieces to the Company and his blessings.

If Alfred is accepted, Bathare will insist on giving the money to Alfred so that he can pay Terrance immediately upon the woman being rescued. Alfred confesses that he has little skill



at arms but feels that commitment and enthusiasm make up for anything.

Alfred

4th Level Lawful Cleric

Strength	14	Dexterity	11
Intelligence	11	Constitution	8
Wisdom	9	Charisma	11
Armor Class	5	Hit Points	21

WEAPONS: Bathare's staff (see Composition of Immigrant Train), mace.

SPELLS:

First Level: Cure Light Wound, Protection against Evil.

Second Level: Resist Fire.

EQUIPMENT: normal horse, pack, iron rations, tinder box, torch, water skin, small sack, flask of oil.

ON THE TRAIL

The Company proceeds quickly back to the area where Bathare's train was attacked. Once at the site of the attack the party will attempt to pick up the trail of the raiders. Although several days have passed, the raiders' spoor is still fresh. Joey the Hobbit is easily able to pick up the scent.

The raiders evidently proceeded to a clearing some ten miles south of the ambush site. Several trails are evident and the raiders were here at least one day. A large party came from the northeast, evidently with prisoners, and joined the main band. A smaller party headed off to the southeast towards the Dragon Hills, while the main party headed almost directly east from the clearing. There is some indication that a few riders proceeded northwest towards Vestfold and then returned this way. This trail is quite fresh and indicates that Terrance's expedition may already have been discovered.

The Councillor Marshal comments that the raiders seem to have an uncanny ability to sense any danger. Efforts in the past to trap them have been frustrated as the raiders knew of these parties' approach even before they got close. That Terrance's company was able to ambush them in the act of attacking the immigrant train is without precedent. He speculates that the foggy conditions and approaching night may have been the reason.

"Or just plain dumb luck!" adds Fenster.

Marshal McCumulae adds that there is no sign of magic being used by the raiders to detect and avoid these searches. Nor is there anyone in Vestfold, outside of the Council of Regents, that are aware of these missions.

Gamemaster Notes:

If pressed, the Marshal will add that the Council considered that there might be a traitor among the Council or some other information leak. Since the Council has been almost paranoid about these matters in the past there is a strong magic spell that protects all the Council's meetings. Although he cannot provide complete details, the Marshal adds that the protective spells would prevent anyone overhearing a meeting. It also prevents anyone at these meetings from passing on information to a hostile third party.

He speculates that there may just be a very extensive system of agents that provide the slavers with information although none of these agents, if they exist, have ever been discovered.

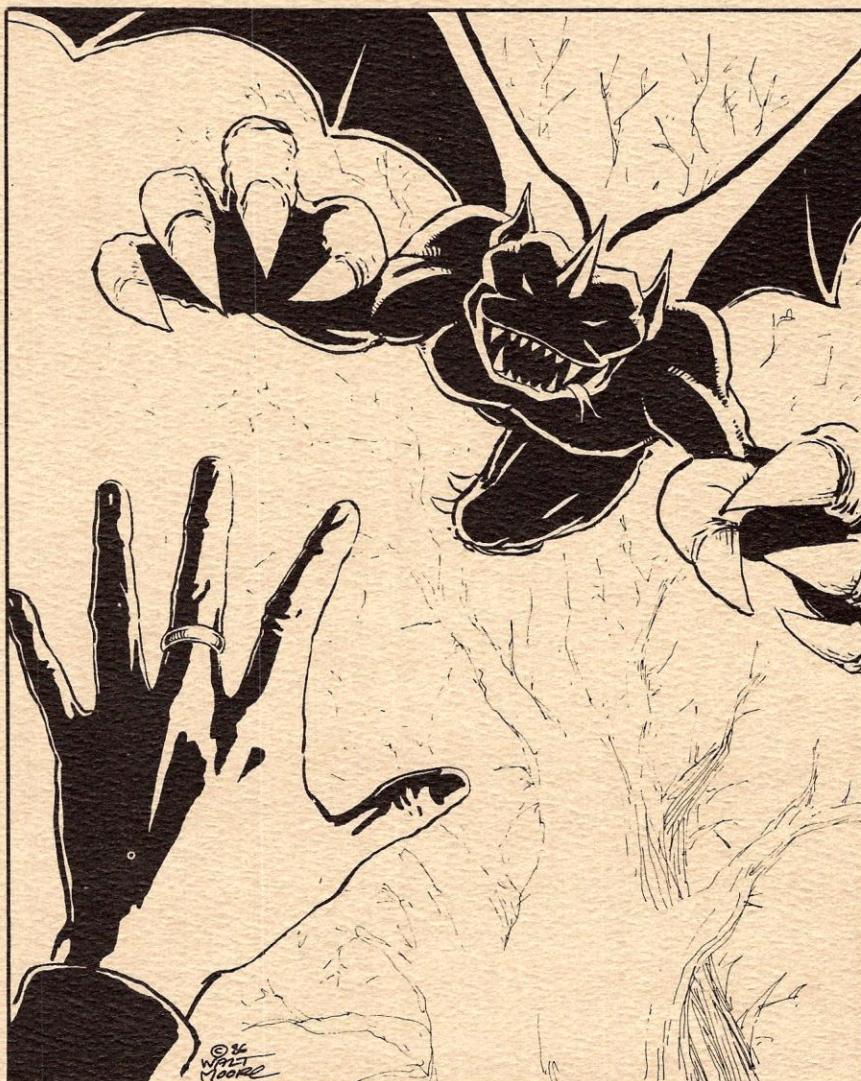
Terrance is not at all happy about being followed. He tells the Company to prepare all their weapons and then has them scatter out more as they move cross-country. In this way they will present less of a target for a raider ambush.

THE GARGOYLE AMBUSH

Within the next mile the party is indeed ambushed, but not by the slave raiders. Leaping out of the tree tops, several gargoyles attack the Councillor Marshal and his Deputy. No other member of the expedition will be attacked unless they attempt to aid the Marshal. The gargoyles will announce their quarrel is only with the Marshal.

Gamemaster Notes:

The ambush will occur regardless of what the expedition does. If the others do not aid the Marshal they will lose alignment status since Lawful types are supposed to aid each other. This is a test of their alignment. After two melee rounds, if the others have not gone to the Marshal's aid, all the game-master-characters present will rush in to attack the gargoyles. Going to his aid after this point will be too late and the player-characters will be charged with cowardice. If the Marshal and/or Deputy survives without their aid, he will tell them what fools, etc., they are.



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WALT MOORE

The Slave Raiders

Seven Gargoyles

AC 5; HD 4; hp 14; MV 90' (30'), flying 150' (50'); AT 2; D 1-3, 1; D 1-6, 1; D 1-4; Save F8; ML 11; AL C; XP 125

The gargoyles have been sent by the magic user underground to kill the Councillor Marshall and thereby humiliate and embarrass the Council of Regents. If the gargoyles fail in their mission they will return to a point $\frac{1}{4}$ -mile north of the attack where a member of the underground is awaiting a report. He will give them 1000 sp if they have been successful.

The agent is only a Level 2 magic user with no magic items, just a riding mule. Any surviving gargoyles will attack this agent if they have failed in their mission. This way they at least get the silver.

If the gargoyles have killed the Marshall, they will withdraw immediately and go collect their pay. They will leave the Deputy, even if he is still alive. The gargoyles will have to take the Marshal's badge of office with them to prove that they have accomplished the deed.

Bloodied but victorious, Terrance's Company stops to bind their wounds and burn the dead.

The attackers were probably sent by the magic user underground to kill the Councillor Marshal and discredit the Council of Regents' efforts to stop the slave raiders. Although the expedition still exists, the attack has resulted in the trail of the party of gargoyles being hopelessly obliterated. The only two choices are to return to Vestfold or press on after the slave raiders' main party.

Since none care to return empty-handed to Vestfold after but a single encounter, Terrance and his Company determine to continue.

THE RAIDER CAMP

Another day passes and nightfall is approaching. Billy reports back that the raider camp is just ahead. Terrance orders the party to take cover immediately. Any magic users present are requested to cast Search spells to see if the Company has been spotted. They have not.

Alfred is quite agitated and demands that an immediate attack be made on the slavers. The Marshal, gamemaster-characters, and Terrance are opposed to the idea and wish to scout out the raiders' camp first.

Nearly hysterical Alfred leaps upon his horse shouting, "Cowardly fools! Mere bandits cannot stop even a single

brave man. Follow me if you dare!"

Alfred then gallops off towards the enemy camp.

Gamemaster Notes:

The player-characters may choose to follow Alfred. If all the player-characters do so, then Terrance, the Marshal, the Deputy, and remaining members of the Company will follow them.

The players may also choose to try and subdue Alfred. If they fail to subdue him, then he will have a significant head start in his single-handed attack on the raiders. This will last 1D6 melee rounds.

Alfred's attack will bring an immediate response from the raiders who will follow Alfred's path back to where the Free Company is located. If they are still there, the Free Company will have 2D10 rounds of combat before darkness falls. When that happens the Free Company may attempt to disengage.

If Alfred's sortie is stopped, the Free Company will be able to scout out the raiders' camp. They may then choose to attack if they wish.

Gamemaster Notes:

Actually Alfred's immediate attack will catch the raiders by surprise. If the Free Company takes the time to scout out the camp, the raiders' watchwings will detect the Company's presence. The raiders' response will be to send half their number around behind the Free Company and attack the Company in the rear in 2D10 turns. The remaining half of the raiders' force will remain in the camp with a few prominently displayed prisoners. When the ambush is sprung, the raiders remaining in the camp will immediately mount up and attack the Company.

The Raiders

An additional group of raiders have arrived with one 2nd Level fighter and ten 1st Level fighters. All these are armed and equipped like the first group of raiders.

Twelve Watchwings

They are in six portable cages near the northern edge of the camp. Their only guard is their trainer Dar 'Rom.

Dar 'Rom

3rd Level Neutral Thief

Strength	10	Dexterity	13
Intelligence	14	Constitution	12
Wisdom	9	Charisma	8
Armor Class	6	Hit Points	12

WEAPONS: dagger +1, sword, small club.

Garbage Pits of Despair: Part 1

ARMOR: leather.

SPECIAL NOTES: Watchwings are only trained and handled by a single individual throughout their lives. That person is regarded as a part of the flock and will be defended by all the watchwings in the nest/aviary. Only Dar 'Rom can release the watchwings without them attacking the person who touches the cage. At the start of the action only two of the watchwings are free. All the rest are in their cages with their mates.

Prisoners

There are some 50 prisoners in the raiders' camp. Half are healthy men and the rest are women and children. All are under restraint (tied up) and can only participate if released.

Human Males (25): AC 9; HD 1; hp 4; MV 120' (40'); A 1; D by weapon; Save as F 1; M 6; XP 5.

Gamemaster Notes:

If defeated, the survivors may decide to return to Vestfold. The Marshal and the players may elect to continue to follow the raiders.

If Terrance has been captured, the Free Company can be convinced to continue on the expedition. Otherwise the remaining members of Terrance's Company will return to Vestfold.

If the watchwings have had their nest/aviary destroyed or their trainer killed, they will fly away. Then the raiders will only have the normal chance of detecting that they are being followed. If the watchwings are still in existence, then any pursuer will be detected by the watchwings. The raiders will then try the same ambush tactics as they used before to destroy or capture the expedition.

CONTINUED NEXT ISSUE

Garbage Pits of Despair
Part 2

THE DRAGON HILLS



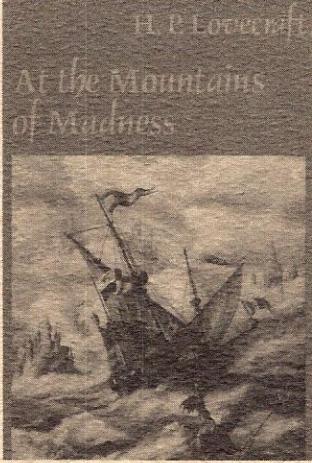
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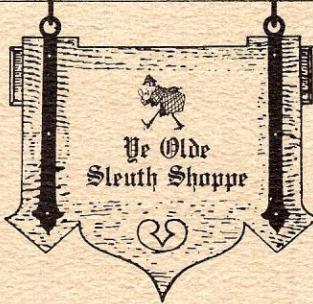
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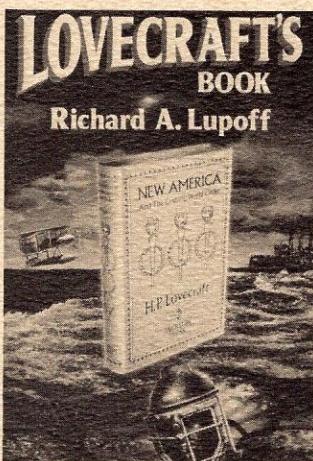
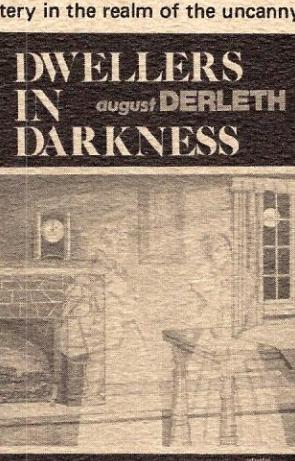
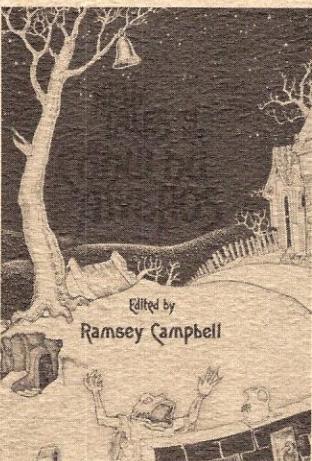
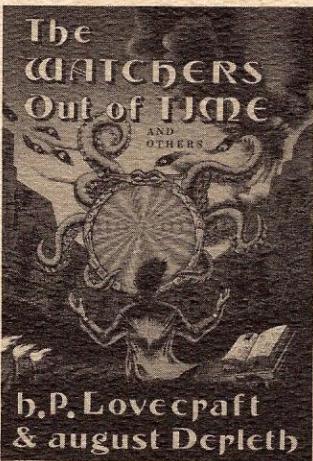
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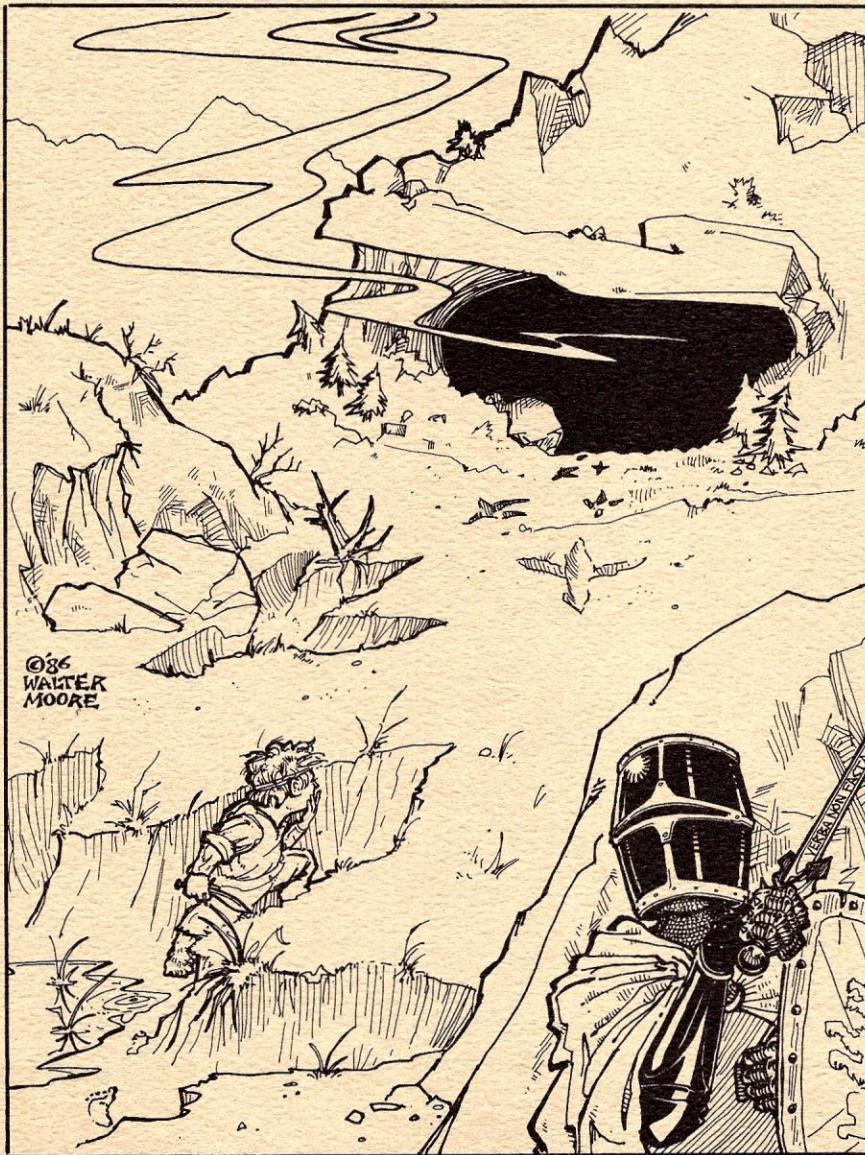
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FOR DUNGEONS & DRAGONS®

GARBAGE PITS of DESPAIR Part 2

THE DRAGON HILLS



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SPECIAL DIFFERENT WORLDS MODULE

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THE TREK

The raiders have now had several successful raids. They have also accomplished their diversionary mission. The raiders will now head south towards the Dragon Hills with their prisoners.

Encounters

While following the raiders, the expedition must make the following rolls for encounters using the regular encounter (Basic and Expert) charts.

- 30 miles of forest (two rolls)
- 4 small rivers (one at each crossing)
- 1 major stream (one roll)
- 20 miles of hills (one roll)
- 20 miles of mountains (four rolls)
- 70 miles of open plain (two rolls)

It will normally take the raiders about ten days to make this journey. The raiders will average about 15 miles a day. From a maximum of 30 miles a day on the plains to a minimum of 5 miles a day in the mountains.

The raiders have a small craft available to them at all the water crossings. These crafts are removed once the raiders are past that point. The pursuers will have to find their own way across. The major stream is fordable. The small rivers will require time to search for a crossing (1D6 hours) unless the party can think up some other solution.

The raiders seem to know every small path and byway along the route that they are traveling. Although some

magic is being used to cover their tracks, the raiders do not seem to be taking abnormal precautions to cover their trail. The expedition has no real trouble following the raiders' route.

The crossing of the third small river is just above a small settlement. There is a Councillor outpost in this town which the expedition may wish to contact. The garrison consists of a young Councillor Marshal and his Deputy plus a small company of twenty lancers. The outpost can offer no reinforcements to the party, only supplies. If the expedition contacts the local authorities, the raiders' intelligence network will immediately report that there is an expedition following the raiders.

PRISONER OF THE SLAVERS

Any player-characters that are prisoners may try to escape at any time before the raiders reach the mountains. Treatment is not unduly harsh and the food is adequate, even if it is grey mush.

Rumors

These rumors should be passed on to the prisoners item by item. (No more than one or two items each day that the characters are held prisoners.)

While they are prisoners the characters may be able to discover the following bits of information.

1. The raiders talk as if this raid is their last one.
2. That the raiders are on their way to join with the forces of a Sartrap of the Duchy of Ten.
3. Some of the men do not wish to give up the slave raiding and there is division within their ranks.
4. Someone called "The Boss" is mentioned several times with anything from respect to derision. Negative comments are never made in front of Robert, the leader of the raiders.
5. No one looks forward to reaching the place where the prisoners will be sold. It is referred to as a "Stinking Wormhole," "Pit of Despair," and "Garbage Hole." Considering the level of morals and cleanliness among the raiders this place sounds like it's real unpleasant.
6. Robert rules the raiders with an iron fist and a quick blade. He is not loved but he is respected. He has only one really trusted lieutenant who is not present with this party.
7. Robert may be an undead of some sort.
8. There are no clerics with the raiders.

9. There is one magic user and he has a semi-human apprentice. Both keep pretty much to themselves and the few glimpses of their cowled faces is not pleasant. The two of them examine each prisoner as if they are looking for someone or something in particular. They do not seem to find what they are looking for.

Anyone failing in an escape attempt is drugged by the magic users and slung over a pack horse for the remainder of the journey to the Dragon Hills. All are thoroughly searched for valuables and weapons when they are captured. These items are carried on one of the pack mules.

THE DRAGON HILLS

The expedition members will recall some of the stories and legends about the Dragon Hills. The most notable story is that these hills are the home of one of the offsprings of the Grey Dragon of Blackmoor. This mammoth beast is said to be of such a size that she blots out the sun for an hour when she passes overhead! The smaller dwarf dragons of the Great Kingdom provide tasty tidbits for the Great Dragons of the North. Fortunately, these gigantic beasts sleep a great deal and only the most foolish or insane would dare to disturb them.

Any remaining members of Terrence's Company will vividly recall the Great Dragon of Glendower whose sister it is that lairs in these hills. They will confirm that he was, indeed, a huge beast, as large as a castle. They will also state that this particular beast was honorable and unobtrusive and that his sister is of a similar disposition. At least that is what they have heard.

The Dragon Hills are also thought to be the location of one of the last great orc strongholds in the Northern Marches. Thanks to the presence of a Great Dragon, these foul creatures are stuck underground most of the time. Several members of the party will note that it is quite odd that the slavers are able to seemingly operate so freely in this region.

The Dragon Hills are as high as any mountains and the nights here are quite chilly. The raiders will not have to worry about any encounters while on the way to their meeting. The raiders know this country quite well. Any one following the raiders will have to take the normal chance of running into something along the way however.

One afternoon the raiders will cross a

long high ridge and enter a bowl-shaped valley. Along the southwest corner of the valley there is a sheer cliff that is at least two-thousand feet high. Near the bottom of the cliff can be seen a great cave. A cave big enough to be the lair of a Great Dragon! It is towards this cave that the raiders head with their prisoners.

The slope down to the cave which the slave raiders are using is only sparsely wooded and the expedition will be advised to halt by Billy before they are seen by the raiders.

Further observation will show the raiders entering the cave without hesitation.

It is quickly apparent that a concealed descent can be made through some woods along the south side of the valley. It is also quite evident that there is no other life within this valley except for the occasional insect or high flying bird. Larger creatures have not been here for a long time. The players will also note that the cliff face is dotted with many small cave openings. It is likely that some of these would link up with the main cave.

As the party approaches the mouth of the cave they can see that there are long gouges in the ground outside of the cave entrance that are either random plow furrows or the claw marks of a large creature like a Great Dragon. There is even a slight hint of sulfur-smelling smoke hanging in the air outside of the cave's entrance.

INSIDE THE CAVE

As they approach the great cave those player-characters that are prisoners of the slavers will also note the size of the cave, the smoke, and the apparent claw marks. Additionally, the prisoners will enter the cave with the band of raiders and immediately notice a noisome odor in the air. This is carried upon a slight air current coming out of the cave that they are now entering. Just inside the cave all the prisoners will be blindfolded and tied in a very hasty manner. The raiders then cover their mouths with foul-smelling rags. The slave raiders seem ill at ease within the cave.

Gamemaster Notes:

Roll to see if any of the prisoners are able to adjust their blindfolds and see. If successful the following will be seen by that character:

1. About fifty feet inside of the cave there is a smoldering fire. This fire has three guards tending it. The guards' intention seems to be to produce the smokiest fire possible. Near these

guards is a table on which are half a dozen large jars.

2. The tunnel that the raiders are following is full of sharp twists and turns with several side passages entering at random intervals.

3. About two-hundred feet into the cave the party crosses a narrow bridge over a foaming pool of gray muck. All player-prisoners should make a saving throw vs. poison. If they fail their saving throw they will be unconscious for 2D10 turns. Characters who have also managed to loose their bonds will, if they pass out, have a chance of falling off their horses and into the goop below. Roll vs. their dexterity. If the throw fails there is a one-third chance that they will fall into the Gray Pudding Pool with the usual results.

4. Some 275 feet into the cavern you see a group of six guards standing in front of a side passage. Each holds a torch and several spears with rags wrapped around the spearheads. Just inside the passage can be seen a pale worm-like creature with arms and legs but no head. A burning spear protrudes from its upper torso. These guards wave the party on with the comment that "all is clear."

5. At about the five-hundred feet mark the cave ends and the party emerges into a small canyon with very steep sides. A small river emerges from the northern cliff face and flows off to the west. In the river is a small mercantile barge flying the bloody red banner of the Monks of the Swamp.

7. A slave pen and a few tents are the only human structures in the canyon.

8. Next to the place where the small river enters the canyon is a huge heap of large bones, debris, and miscellaneous junk. The odor from this heap is almost as bad as that from the Gray Pudding Pool.

THE SLAVE TRADING CAMP

All the prisoners now have their blindfolds removed but all are still kept bound. All of them are ushered into the slave pen and a dozen of the slave raiders take up positions near the pen to guard it. The other guards move themselves and their horses downstream around a spur of rocks. There the odor from the garbage piles is probably not as bad as it is here. At hourly intervals the guards around the slaves' pen are changed. Several of the prisoners are overcome by the odor and collapse.

After the first hour three of the strongest male slaves have managed to

loosen two of the poles that make up the wall of the pen. They shout for the rest of the slaves to make a break for it while they take care of the guards.

Gamemaster Notes:

Roll to see if any of the characters who are in the pen have managed to notice the escape attempt. The men removing the poles will not delay the escape but will accept help. If the player-characters try to stop the removal of the poles all the other slaves will immediately attack them.

The three men are quickly cut down but several (1D10+5) prisoners and player-characters have exited from the slave pen through the gap. The gap is on the side closest to the garbage heaps. The guards cannot pursue for 1D6+1 turns.

Camp Guards

One Level 3 Fighter (AC 4, 10 HP, helmet, sword, shield) and five Level 2 Fighters (AC 5, 7 HP, mace, helmet). Robert is also present at the big tent. He will rush, on foot, to assist the guards if he has not been killed.

The Slave Buyers Party

Ga'mor'bah'lach

9th Level Patriarch

AC 5, 34 HP, Move 12, no modifiers

WEAPONS: +2 mace, +1 dagger, Protection against Good Amulet

ARMOR: chainmail, armored cowl (helmet)

SPELLS:

First Level: Remove Fear, Detect Magic, Light

Second Level: Bless, Snake Charm, Speak with Animals

Third Level: Locate Object, Speak with Dead, Cure Disease

Fourth Level: Cure Serious Wounds, Dispel Magic

Fra'lach'stane

7th Level Bishop

AC 5, 30 HP, Move 11, no modifiers

WEAPONS: +1 sword, +1 dagger, Protection against Magic Amulet

ARMOR: chainmail

SPELLS:

First Level: Cure Light Wounds, Detect Magic, Remove Fear

Second Level: Hold Person, Speak with Animal

Third Level: Locate Object, Striking

Fins of the Frog

3rd Level Priests (6)

AC 5, 5 HP, Move 9, no modifiers

WEAPONS: staves, swords, +1 daggers

ARMOR: chainmail

SPELLS (all know the same spells):
First Level: Cure Light Wounds, Purify Food and Water

Teeth of the Frog

1st/2nd Level Acolytes/Fighters (6)
AC 6, 4 HP, Move 8, no modifiers

WEAPONS: staves, daggers

Eight Level 1 Fighters

AC 4, 4 HP, Move 8, no modifiers

WEAPONS: sword, spear, dagger

ARMOR: chainmail, shield

Ten Unarmed Bargemen

AC 9, 3 HP, Move 6, no modifiers

WEAPONS: small cudgels

INTO THE GARBAGE PITS OF DESPAIR

The business of selling the remaining prisoners is accomplished within the hour as neither Robert nor the buyers seem inclined to stay in this area very long. The Garbage Pits will take care of the escapees.

Alfred's fiancee, Monaca, will always be in the lead of the escaped prisoners. She is a druid.

Monaca of Dinsbury

6th Level Druid/Cleric

Strength	10	Dexterity	15
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Intelligence	13	Constitution	13
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Wisdom	15	Charisma	12
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Armor Class	9	Hit Points	25
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WEAPONS: +1 small dagger, Ring of Protection against Fire

ARMOR: none

The players and the other escaped prisoners will now have to make their way through the Garbage Pits and the caves to the outside and freedom. A map of the caves will show the set encounters. Each hour when they do not make any contact with a set encounter the escaped party will have to roll once on the Encounter Table.

The party will be able to find the entrance marked with an 'X' on the map to enter the caves. It will take about an hour to find this entrance. The party will then make its way into the cave system.

Gamemaster Notes:

The two parties should be in the caves about the same time and may actually find each other!

THE SALE PROCEEDS

If the Watchwings have been lost the Monks will make several deriding com-

ments about the raiders' abilities. Robert will snarl right back at them about slimy bog creatures. After this exchange all will be amenable again.

Within four hours the remaining prisoners are all herded on board the barge. The monks strike their camp ashore and the guards inside the cave and around the slave pen move off to join the other raiders just down the river. The barge then moves downstream about half a mile and anchors in a quiet lagoon out of the odor from the Garbage Pit. The sides of the canyon are even higher and steeper here except for a narrow path along the northern bank. Here the raiders can be

seen marching off into the night with their money and their loot.

Robert, his companion, and the two Magic Users that accompanied the raiding band will shortly part with the main body of raiders and head north. They will return to a place near Vestfold where they will meet with the Boss and report in. There is a 15% chance that they will be encountered by the returning party of players on the road north.

THE BARGE

As the prisoners are herded below each is forced to drink a strong thick potion. The effect of this potion is to

render the drinker comatose. All player-characters must make a saving throw vs. poison or they will be rendered comatose. Since all the prisoners are supposed to be unconscious the only guards who are present are the ones in the main hatchway leading to the hold. Anyone who has not succumbed to the potion will be beaten about the head with a cudgel while being held by two very strong monks. This will continue until the player-character is unconscious.

If the members of the expedition are not still in the caves, nor have they returned home but have successfully negotiated the cave system then they will see the barge move downstream and be able to note where it has anchored for the night. They can work their way down to the road that the slave raiders took and reach the shoreline opposite the barge after dark.

During the night there is a 1/3 chance that any one member of the Slave Buyers party is awake on deck. All the other members of the Slave Buyers party are asleep under the two tents on the barge's deck. All 2nd Level and higher characters are in the aft tent and all the rest are in the tent at the bow of the barge. There will be at least one guard on duty at the hatch leading down to the hold.

Gamemaster Notes:

Until a guard is attacked, all the rest will remain asleep. Anyone swimming out to the barge will not be noticed by anyone on deck. When a guard is attacked, both the high-level Clerics will immediately awake and rouse the others.

This will be the only chance that the expedition should have to either escape from the barge or intercept it. After this one night, the prisoners will again be drugged, the guards doubled, and the Clerics will all remain on watch for the remainder of their trip through the swamp to their temple.

If the barge is captured, all the prisoners are freed. The barge is worth about 1200 gold pieces and can hold the entire party including their horses. The return to Vestfold can be made by water in three days (roll for three river encounters and one swamp encounter). The only two documents seized that are of any importance is one that states that slaves are being bought from someone called the Boss and that Robert of Stone Brook will act as the Boss's agent. It also warns the Patriarch to beware of agents from the City of the Gods attacking him once the barge leaves the Dragon Hills.

ENCOUNTER TABLE

<i>D100</i>	<i>Description</i>
01-03	Three Gray Ooze (AC 8, 3 HD, 12 HP, Move 10' (3'), AT 1, D 2-16, S F2, M12, Neutral, XP 50)
04-06	One Ochre Jelly (AC 8, 4+1 HD, 18 HP, Move 30' (10'), AT 1, D 2-12, S F3, M12, Neutral, XP 300)
07-50	Party of Maggot Men (AC 4, 2+1 HD, 8 HP (12), Move 90' (30'), AT 1, 1-6 pts + disease, S F1 (F3), M 10, Neutral, XP 25). Note: One is the leader so use the stats within the parenthesis.
51-60	Carcus Critter (AC 6, 4+2 HD, 15 HP, Move 150' (35'), AT 2 suckers (Paralysis/Life Levels), S F3, M 8, Neutral, XP 85)
61-70	One Black Pudding (AC 6, 10 HD, 32 HP, Move 60' (20'), AT 1, d 3-24, S F5, M 12, Neutral, XP 1600)
71-79	Small party of four Orcs from the Orc stronghold (AC 6, 1 HD, 3 HP (8), Move 120' (40'), AT by weapon, S F1, M 8 (6), Chaotic, XP 10). Note: One Orc is the leader. This is a fairly well equipped party with each Orc having a short ax, dagger, full wine skin, small sack, iron ration, torch, and helmet. One Orc will be the leader with full strength (treat as a Level 2 Fighter).
80-85	One Carrion Crawler (AC 7, 3+1 HD, 12 HP, Move 120' (40'), A 8 tentacles, D (Paralysis), S F2, M 9, Neutral, XP 75).
86-90	One Green Slime (AC none, 2 HD, 6 HP, Move 3' (1'), A 1, D (see pp. 31, <i>BD&D DMG</i>), S F1, M 7, Lawful, XP 5).
91-94	One Purple Worm (AC 6, 15 HD, 40 HP, Move 60' (20'), AT 1 bite (2-16), 1 sting (1-8 + poison), S F8, M 12, Neutral, XP 2300).
95-97	Small party of five Zombies (AC 8, 2 HD, 6 HP, Move 90' (30'), A 1 claw (1-8) or weapon, S F1, M 12, Chaotic, XP 20)
98-99	Six Troglodytes (AC 5, 2 HD, 3 HP, Move 120' (40'), A 2 claws (1-4), 1 bite (1-4), S F2, M 9, Chaotic, XP 30). There is no need to make the usual saving throw vs. the smell of these creatures. In these pits their stench is hardly noticeable.
00	The Sundial: You see a small pedestal about 5' in front of you. As you investigate you see a simple garnet mounted on the pedestal. There is a small sundial with numbers and key silhouettes and runes carved around its edge. If you touch the garnet there is a momentary wavering in the air as the other friendly party appears at your location. This item is only good for one such use at this time.



The other document lists the times when the Great Dragon of the Dragon Hills will be awake and warns the barge to be well clear of the area before this occurs. If attacked by the Great Dragon, he is to regard himself and his crew as being expendable and not to resist the attack lest the beast be wounded and become enraged.

SUCCESSFULLY COMPLETING THE MISSION

Returning from the mission, the party reports what has happened to the Co-Regent, Bakula. He is suitably impressed, especially when the slave raids cease. The Company will be offered permanent employment as Bakula's own household, as something called an 'Emergency Crew.' Undoubtedly a fancy 'dirt' term for security guards. But this sounds like a good job and the pay about ten times what you made catching ants for the dragon.

Gathering and bringing back information about the Merchant will shock Bakula and he tells Terrance to keep it 'under his hat.' A quaint bit of phraseology from 'dirt,' meaning that no one is to tell anyone about the information. It could prove to be fatal since the Merchant is well regarded and Bakula cannot protect you effectively.

CREATURE APPENDIX

WATCHWINGS

Armor Class:	7
Hit Dice:	1/3 (1 to 2 hit points)
Move:	20' (10') on ground 200' (65') flying
Attacks:	1 rake (talons)
Damage:	1 point
No. Appearing:	4-24 (in wild)
Save As:	Normal Man
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	2

These large gray-colored birds are noted for their terrific eyesight. They have small sharp beaks but it is their sharp talons that are their main weapon. Their sharp talons are quite capable of piercing leather armor and are used to seize small rodents in the wild for food.

Watchwings fly much like hawks and favor a diving form of attack. Like eagles they can seemingly float in the air while observing the ground below for any movement. When they spot movement, a trained watchwing will return to its trainer and indicate the

Reporting that the Temple of the Frog is involved will be met with derision and disbelief. Only a live prisoner will give the story credence. Everyone knows that the temple no longer exists. If there is a prisoner, he dies before he can be questioned. No one will talk about what happened and your story is ignored.

Any living slave raiders that are brought back will gain the captors full experience points plus an award of 100 gold pieces per level of the prisoner. If any of the prisoners are officers, you will get a flat 1000 gold pieces. If Robert himself is caught, you will get 5000 gold pieces. Before Robert can be brought to trial or even questioned, he is killed when a poisoned arrow hits him in the chest. The assassin is never captured. Any other prisoners really know nothing. They receive 'High Justice' and are executed as slavers according to local custom.

If Alfred lives and Bathare's daughter is rescued, Terrance and friends will be invited to the wedding in Vestfold. Bathare is very happy and gives Terrance a special amulet for being such a hero. If Alfred dies, Bathare will not be so happy but his daughter will convince him that Terrance (or the senior surviving male character) is a hero and

direction of the intruder. When so ordered, a watchwing will go and hover over the area where the intruder is located. They will also attack any intruder when ordered to do so by their trainer. When a trainer has telepathic abilities, he can also 'talk' with the watchwings and receive fairly detailed descriptions of the intruders. Should their trainer be killed or lost, the watchwings will revert to being 'wild.'

When 'wild,' watchwings will guard their territory closely. They will cover a range of up to a mile and a half from their nest/aviary. They will attack by swooping down on the attackers but should an intruder touch a nest/aviary, the watchwings will instantly attack until either they or the intruder are dead.

Watchwings can see up to ten miles and only a well camouflaged non-moving intruder can avoid their gaze. Watchwings have very poor night vision and will only rarely fly after dark—and then only for short distances. The watchwings' favorite home is in the mountains or near the fringes of plains and deserts.

Watchwings can only be trained when they are hatched in captivity.

would make a suitable son-in-law.

Any goodies that are captured in the course of the adventure are allowed to be retained by the characters. Many times a really rare item will be purchased by the Council of Regents.

FAILURE TO STOP THE BARGE

After a night anchored in the lagoon, the barge will proceed down the river until it eventually reaches the Great Temple of the Monks of the Swamp where all the prisoners will be sacrificed to the great Frog god.

AFTERMATH

The former slave raiders make their way to the southern-most city in the Duchy of Ten where they convince the local ruler that they are great warriors. Within the first week all their money is gone and half of the raiders are either dead or in the slave pits. Most of the rest have tired of garrison life and have returned to the Northern Marches and back to their old bad habits. All will eventually meet 'a bad end.'

Robert and half a dozen followers will return to the area around Vestfold to see they can make contact with the Boss. Eventually they will find themselves working as guards on the Merchant's caravans to the Great Kingdom.

Attempts to breed them in captivity have not proven to be too successful.

MAGGOT MEN

Armor Class:	4
Hit Dice:	2+1
Move:	90' (30')
Attacks:	1 claw or weapon
Damage:	1-6+disease or weapon
No. Appearing:	1-20
Save As:	Fighter 1 to 3
Morale:	10
Treasure Type:	A
Alignment:	Neutral
XP Value:	25

Maggot men have the body of a maggot with the head and appendages of a man. They are found armed (75% of the time) with spears (30%), swords (25%), or daggers (45%). Maggot men live in deep holes where large amounts of garbage and other organic refuse can be found. Out of every ten maggot men, one is a leader. Except for their leaders, other maggot men are 1 hit dice and save as Level 1 Fighters.

One out of every thirty maggot men will be a chieftain of maximum size. These 'chiefs' will be found only in the main underground lair of the maggot men. In this lair there will be fifty to three hundred maggot men. Carcus

critters are often kept as 'pets' by maggot men.

Whenever possible, maggot men will prefer to drag off dead creatures or attack obviously wounded creatures. In this respect they are very similar to ghouls. A live healthy creature will only be attacked when the odds are about six to one in favor of the maggot men. The maggot men are not very intelligent and as a result they are not very good at counting. When killed, a maggot man will return a zombie-type unless their bodies are burned.

Maggot men will shun fire. Whenever fire is encountered, maggot men must make a saving throw vs. spell. This is why they will not burn their own dead. They do like zombies and will drag them back for food at every opportunity.

CARCUS CRITTER

Armor Class: 6
Hit Dice: 4+2

Move:	105' (35')
Attacks:	2 suckers
Damage:	Paralysis and Life Level drain
No. Appearing:	1-3 (1)
Save As:	Level 3 Fighter
Morale:	8
Treasure Type:	C
Alignment:	Neutral
XP Value:	125

This large scavenger is about 6' long and 4' high with six legs. Although capable of hanging from a wall, it cannot climb higher than the rear pair of legs. Its mouth is toothless and can only absorb pre-digested or very soft material. Its favorite foods are the various slimes, jellies, and puddings found in the dungeons. A sucker will do one to four points of damage when it grasps a target. When a successful attack is made with a sucker, the target must roll vs. paralysis. A victim will be slowly reduced to a lifeless pulp at a rate of one level per turn per sucker. Once all the victim's life levels

are gone, the victim will be absorbed through the creature's mouth.

Rather than seek live prey, the carcus critter prefers something that is already dead or of a soft consistency. Upon release, the paralysis will wear off in one turn. The victim must make a saving throw vs. poison. The poison is very low level and it will take several days to die. The victim will lose one level a day while infected. These levels can be regained by a Healing spell or through the natural healing process. These creatures are generally found where there is a supply of creatures suitable to its taste.

One great advantage that carcus critters have is a natural immunity to the poisons and acids extruded by the various slime, jellies, and puddings that it enjoys eating. This immunity does not extend to the same poisons and acids used by men and other creatures.

"SOPHIE"

The Great Dragon of the Dragon Hills

Armor Class:	-9
Hit Dice:	80***** (290 hit points)
Move:	180' (60') 420' (140') flying
Attacks:	Up to 6 (2 claws & 1 bite when swooping)
Breath Cloud:	100'x80'x45'
Damage:	Bite 12D6+8, claws, kicks, wings, or tail 8d4 each
No. Appearing:	One
Save As:	Fighter: 60
Morale:	12
Treasure Type:	40,000 gold pieces 20,000 silver pieces 20 'general' treasures
Alignment:	Lawful
XP Value:	317,250
XP with Spells:	499,500

Sophie has a crocodile head with bovine-like ears and green scales with a shell-like back. She has wings and tiger-like front feet and webbed rear feet so she can both fly and swim. She has the equivalent intelligence of 30+ but is very dull. She is interested in artwork and is quite greedy. She is also a 'breeder' dragon and may have eggs or young. Great dragons that are breeders are quite rare (say 5%).

When disturbed in any way there is a 55% chance that she will immediately attack the intruder.

Sophie is a very young dragon. Chronologically, she is less than twenty-years old. Thanks to the Wizard of the Wood, she is the equivalent of almost three-hundred years. Plus, she grows at twice the normal rate for great dragons. □





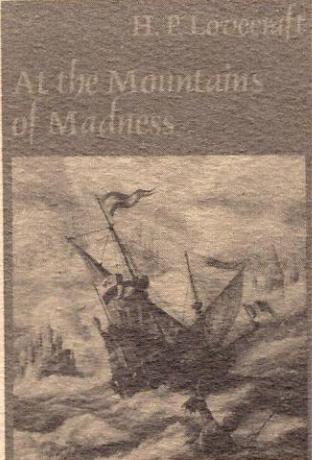
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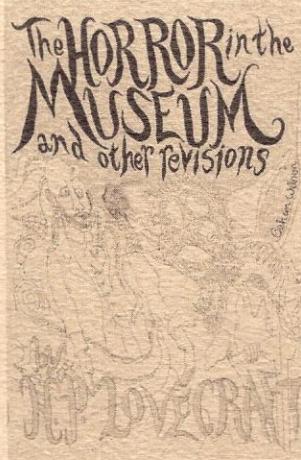
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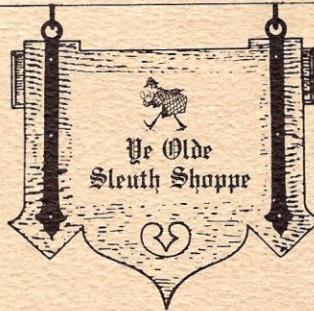
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