



Morgrins Doom

By PAUL MORGAN

**Chop things up
with Knutt the
mad forester.**

Artwork by Roger Keays

This adventure was written by Paul Morgan as an intro to the Dragon Warriors series

"Morgrins Doom" is an AD&D adventure designed for 2-4 characters of mixed class of levels 3-5 (a total of about 12 levels), preferably of Good alignment. The adventure takes place across Galador and is created for the AD&D campaign "The Forgotten Legends of Galador"

For the DUNGEON MASTER™

The characters arrive at King Vallenders empire after getting a letter from the King in need of their help. Their mission is to track down and kill Morgrin, a threat to King Vallenders empire. The characters are aided by Bretwald, a spy, who dies during the course of the adventure; and also meet up with Rakehell, a hireling of Morgirs. Rakehell goes undercover and finds out about the characters and reports to Morgrin all their personal info. Morgrin uses this against them when they finally meet. If the characters get stuck during the adventure (particularly in Scene 10 - *The Showdown* and Scene) help them, but at the expense of extra XP. Award Xp as the players solve a puzzle, or particularly as the players think of ideas to solve a puzzle, even if they don't use them.

Starting the Adventure

1. Arrival at Valleners Empire

King Vallener is the king of Estramon (Damourq) and will pay 300gp to each of the characters if they succeed in killing Morgrin, a long term enemy of Vallener. King Vallener sends Bretwald, his spy, with them.

Bretwald: AL LG; AC 10; MV 12; 0 level spy; hp 4; THAC0 20; #AT 1, dmg 1d4+1/1d4+1, S 16, D 14, C 10, I 15, W 13, Ch 9; ML 11; NWP *Forgery, Climb, Ventriloquism*; WP *Dagger, Bow* 140 Gp, Bow & 15 arrows, quiver
Bretwald will use his money to by the PC's a hireling and accomodation

You arrive at King Vallaners palace in Estramon after reveiving a letter from the King himself in need of your assistance.
Once in the Kings presence he explains how his evil half brother is threatening the King's empire "Only an outsider could make it to the tomb" The King explains. "Any of my men would be recognized and killed on the way"

"300 Gp to each of you for Morgrins head. He can be found in his tomb, which my friend here, Bretwald, will take you to."

If the PC's accept Vallener's plea they will be given a big feast and sent off in the morning with a muffled warning about Knutt the Mad Forester.

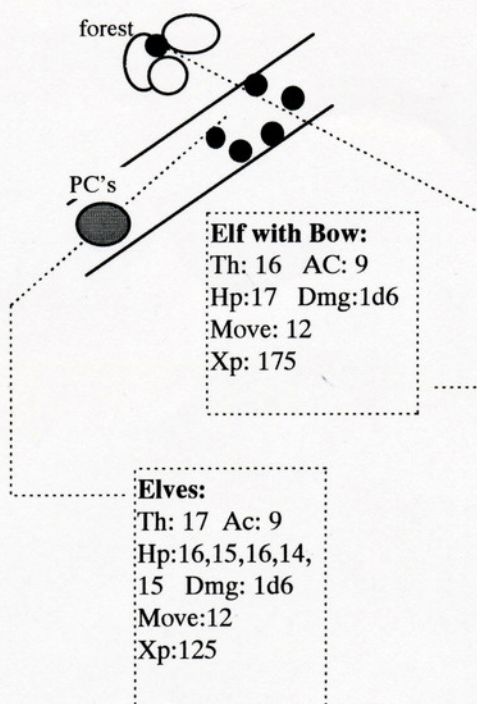
You wake up and get all your equipment ready. It is just before dawn and Bretwald, King Vallener's, assures you that you will defeat Morgrin. To get to AxeBridge will take 1½ hours. There you can have something to eat and hire someone to help you on your way. At last you leave, feeling nervous. You know from what Vallener told you, that Morgrin will be hard to defeat

2. Under attack -

The PC's have been travelling for about half an hour before an encounter begins. 6 elves armed with swords and one armed with a bow begin to attack. One of the arrows is coated with a deadly poison. This arrow *will* hit Bretwald. A fake roll may be made for to hit and a save to justify this. However, Bretwald *will* die in about a minute

About a half hour of travel along the edge of a small forest in the Estramon Fields, 6 elves jump out of the forest in front of your party, blocking the road. They attack immediately.

In the 3rd round, Bretwald will be hit and the elf with the crossbow with forest.



3. AxeBridge

You arrive in the small town of Axebridge on schedule, even without Bretwald. You hear the shouts of a bar brawl nearby.

If the PC's go to investigate they will bump into Rakehell on their way, If they don't Rakehell will go to them

"I've heard about Morgrin" Rakehell says. "And I want to kill the bastard. For 10% of any treasure found I'll take you to Morgrins tomb. And help to kill him" His offer seems too good to resist. Already your are at a disadvantage with Bretwald gone."

If the PC's reject Rakehell they will have nothing to do - hint them that. He is their only option.

AxeBridge has a small range of shops, mainly food shops, and little in the way of goods.

4. The bridge.

An old bridge crosses a shallow stream. Anybody over 300lbs will cause the bridge to break and lose 1d4 hp's. They will be attacked by 2 trolls

Freshwater Scraggs: Th 15; Ac 3; #att 3; Hp: 35, 40; Move: 3, sw15; Dmg: 1d4+1, 1d4+1, 3d4; Xp: 650

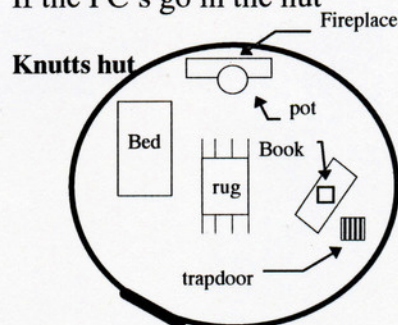
5. Sleepy?

The players follow the dirt track through the first part of the forest. As they go through the forest they will begin to feel tired (This is the work of a witch by placing a trap, see below) As they keep going one of the party will see a wooden treasure chest with gold seeping from it's lid, and a man sleeping beside it. Anyone leaving the path must make a successful save vs spells, or sleep for 1d4 days. The spell can be lifted using the anti-sleep potion in Knutt's house. If the other man is woken with the potion, he will immediately fall asleep forever.

6. Knutt's Home

You are still feeling sleepy as you reach a fork in the road. Just through the bushes you can see a small hut. Smoke is coming out through the chimney. You feel less tired as you approach the hut.

If the PC's go in the hut



An axe in hung on the wall next to the door. The pot contains the anti-sleep potion (1d12 x 10 mins duration). There is a spellbook with 7 random 1st level wizard spells in it. Under the trapdoor is a small cache containing 16sp and 30cp. As the characters are looking in the hut Knutt the mad forester will come in and attack with no word.

Knutt: Th:16; AC:7; Hp:18;
Move:12; Dmg: 1d8; 2sp, 30cp;
WP: Forest Axe; XP: 100

7. Coming close...

The PC's are starting to feel better that they are away from the main part of the spell. They know they are close to Morgrins tomb.

8. Morgrins Tomb

It is midday as you enter the clearing Bretwald told you about. In the side of a grassy bank entwined with the roots of an old tree, stands a massive door of stone with the words 'Morgrin' etched roughly in the surface.

A combined strength of 30 can push the door open, or the door can be slowly bashed down. Treat as AC 1 and Hp 25.

If an edged weapon is used to bash at the door, every 5 hits, the weapon will blunten and a -1 damage penalty will apply thereon.

M1:

a. You enter an octagonal room about 15' across. The floor is extraordinary - it seems to be made of smooth polished quartz, and

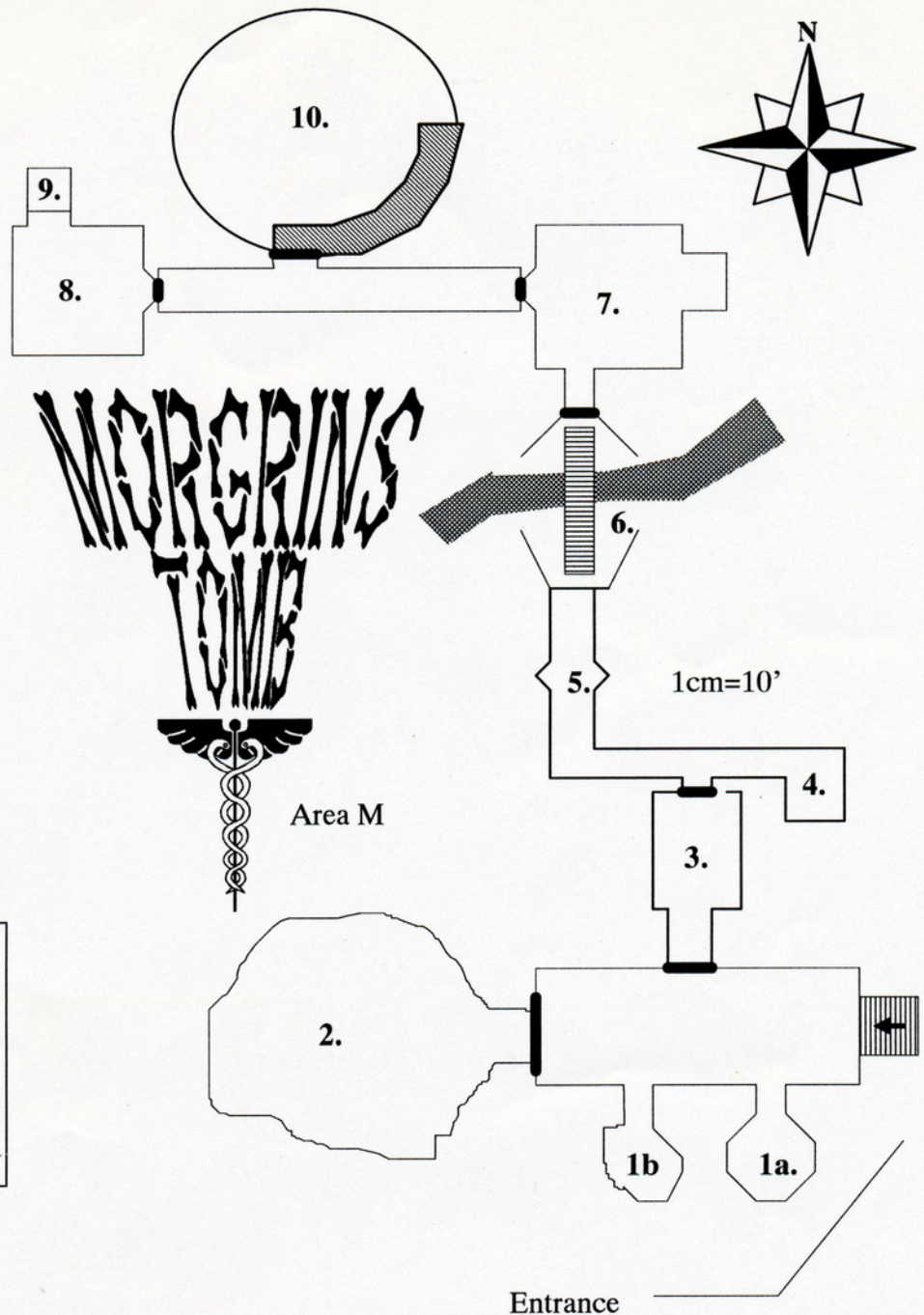
below it you can see a curious design of greens and blues overlayed with a scattering of glowing red symbols. Across the south wall is a heavy oak chest

Anyone stepping on the quartz must check vs Dexterity (secretly) or be inflicted by acute paranoia. He will not notice or feel the difference, but he will have illusions that his friends are attacking him, if he resists the gas

will be shaken off, otherwise his imaginary attackers will fight for 6 rounds. He will take notice of anything his real friends say.

The chest contains 200sp and a fur bag entwined with red hair.

B. The passage brings you to a small roughly circular chamber. A wand hangs in the air in the middle of the chamber. It rotates around it's centre at aprox. 1 revolution a



second. One end glows red, the other sparkles with a blue-white light. The centre of the wand is black and unreflective.

To grab the wand, make a successful roll vs Skill or Dexterity if you don't use Skill. One HP will be lost if the black area is grabbed.

Wand of Fire and Ice: 3 charges. Command at will of any user, Red end - fire (5d6 within 15' radius), blue end - ice (4d6 & freeze within 10' radius). Recharges every full moon.

M2:

You swing back the heavy double-doors. It seems to be a man made cavern which was used for slaves and prisoners. In the middle of the cavern are 5 skeletons all wielding rusted scimitars.

If the players react, or move into the cavern, the skeletons attack

Skeletons: (5) Th: 19; Ac:7; #At:1; Dmg: 1d6; HD:1; Hp: 8, 6, 4, 1, 10 SD: immune to sleep, charm and hold spells, edged weapon ½ damage; Move: 12; Mor: - XP:65

M3:

You swing back the heavy double door of a long hall. At the north end your lanterns fall upon a statue with a still face as if blowing at you. A silver goblet rests on a podium. Beyond the statue is another door.

If a PC walks towards the podium, a gale force wind forces them back. The wind comes from the statue. The PC's are free, however to walk past the statue and through the door

M4:

As you step through the archway your legs become entangled in a web of fine strong strands. A giant spider scuttles towards you and attacks

Huge Spider: Th: 19; Ac:6; #AT:1; Dmg: 1-6; HD: 1+1; Hp: 10; SA: -6 surprise, poison A (dmg 15/0) save allowed with +1, Every strength point under 19 = rounds to free PC from web, meanwhile spider has +4 to hit. Move: 18; Mor: 8; XP: 270

M5:

Set back in alcoves to your left and right are two fountains. In the western alcove, a chalky grey liquid issues from a snarling stone face and runs down in the fountain beneath. The eastern fountain is filled by a purple liquid that bubbles from a face sculpted in an expression of fear.

Chalky substance - Flesh to stone, Half dexterity, +2 AC, half move
Purple substance - stone to flesh, doesn't work on statues

M6

You continue north along the corridor. The sound of a surging underground river echoes from the darkness ahead. Before you come to a short flight of stairs a figure of rose coloured rock stands between the steps and the bridge. It looks like an uncompleted statue - the upper torso, head and arms are perfectly sculptured, but the lower body is a single lump of unworked stone. With a harsh grating noise it slowly flexes its massive sinewy arms. Its long talons are knives of flint. In a deep voice it says "Only

Morgrin himself is allowed to pass here. So get lost!

The only way past is to kill the stone guard. He takes up the whole passageway except for about a foot above him

Stone Guardian: Th:12; AC:-5; #Att: 2; Dmg: 1d12; HD 8+2; Hp:50; SD:60% resist against sleep and charm spells; Move: 0; Mor: 20; XP: 800

If no-one has the wand of fire and ice then the PC's are pretty much in trouble. The potions will not affect the guardian.

M7:

You enter what looks like to be a chapel. A flickering sanctury light burns on an altar stone in an alcove to the east wall. A large crucifix hangs above this. There is a doorway to the east

The crucifix has no significance, and a PC may take it if he wishes. The altar seems to be an unknown God, if there is a priest in the party. The altar is to Morgrin himself.

M8:

On the other side of the door lies a dusty room with a mouldering reek in the air. Suddenly a host of grinning skeletons hurl themselves from the shadowy corners of the room. One, which seems to be the leader commands them to attack.

There are 3d4 Skeletons (see M2)

M9:

The narrow passage goes North a short distance and ends in a pit. Looking down, you see total darkness from which the light from your lamp does nothing to dispel.

A ladder, though, can be seen which leads down into the darkness

If a player searches the slimy covered floor of the pit, they will find a *shortsword* +1 encrusted with jewels

M10:

This is the final showdown. Rakehell will have given Morgrin the information he needs to use against one of the players. Morgrin creates the illusion of having captured someone important to the character

For this section paraphrase anything in brackets with what is most suitable for your adventure. The person Morgrin has captured must be of great importance to at least one person in the party. Be it a brother, daughter, friend or King, it must give the PC no option but to listen to Morgrin's demands.

If the characters start to make threats or attack Morgrin's illusion will waver, giving it away.

Read this as the players enter:

You enter a huge circular room. Standing at the bottom is a man who is waiting for you. He looks over at something. It is (a young female dwarf) with 10 magical swords pointing at (her) throat. You notice it to be (Matanzas' daughter). With a loud laugh the man says, "If you come any closer I will drive these swords into (your daughter). Oh by the way, I am Morgrin and you are my prisoners. Too bad Vallener's ideal men failed to kill me.

When the PC's figure out it is an illusion Morgrin will order Rakehell to attack them.

Rakehell: F4; CE; Th:14; AC:3; #Att: 3/2; Dmg:1d10+1; Hp:32; WP: Two handed sword (specialized) Javelin, knife; NWP: Hunt, set snares, fighting, Tracking; Gold: 30Pp, 10Gp, 5Ep, 5Sp; Banded mail, two handed sword, knife, javelin, rope (50'), 2 wks rations, helmet, shoes. XP: 415

Morgrin: Th:11; AC: 3; #Att: 2; dmg: 1d8+2 (sword); Move: 11; Hp: 30; XP: 600

If you are going to the dragon warrior series: Once Morgrin has been reduced to 1 Hp, he will then be transported to another land by throwing a magical object on the ground which will go up in a puff of smoke. Rakehell will escape if not killed

A casket lies on the ground where Morgrin was last seen. It contains a silver crown, a handful of grain, a wooden cross, a leatherbound book, and a small glowing gem. If you are going to Dragon Warriors: When the PC's grab the gem they will be transported to another land (Dragon Warriors)

If the PC's are not going on and manage to kill Morgrin, they will receive their 300Gp as promised by Vallener, and a feast will be held.