

Vallener's Letter

By ROGER KEAYS

The Riders live to serve Hasturi only

Artwork by Roger Keays

"Vallener's Letter" was an adventure that was made up bit by bit and played in small sections.

"Vallener's Letter" is an AD&D® adventure designed for one fighter of level 2-4. A character can take the place of the NPC if necessary. The adventure is best played with a knight or recognised human fighter 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 adventure begins in Estramon, the capital of Galador. The PC will be called to King Vallener's presence, who sends the PC on a mission to deliver a letter of great importance to the Elven King, Wiseman Lork in Elven city, Arithas.

The PC is accompanied by an NPC who navigates the way. They cross the Estramon fields encountering a pack of wolves and a werewolf.

When forced to rest for a day the PC will see "The Riders" ride on ahead of them. From then on they have to push their horses and do several wheeling and dealing to get to Elven city in time. Otherwise the letter will be taken by The Riders and taken into the Labyrinth. The PC may have to enter the Labyrinth to get the letter.

Finally, the PC will have to get through the Elf forest and into Elven City alone, and without being noticed, and deliver the letter to Wiseman.

The PC will be rewarded and allowed to return home

Starting the Adventure

1. Vallener's court

The PC will be asked for presence with the King Vallener. This is a great privilege for such a low-level PC. He is in Estramon, a great city consisting mainly of humans. Its main export is wheat and harvested products from the near *Estramon Fields*. Just about any shop can be found in Estramon.

If the PC refuses presence the King will take it as an offence and threaten to

chop the PC's head off, which he will do if necessary. The DM may have to change the King's speech to suit his PC.

You are woken early one morning by a loud rapping on the door. You drag yourself out of bed and answer it. To your surprise, you see a knight of the crown standing before you.

"The King Vallener has need of your presence" he says in a emotionless tone....

.... You are made to wait for about one hour before the huge double doors open to King Valleners court. A small dwarf scuttles out an a guard beckons for you to enter. Upon entering you feel like you shrink by three feet. The hall you are in is huge, 30' high at least. It is made from pure white marble and has several huge pillars spiralling up towards the ceiling on either side of the aisle you walk down. At the far end of the aisle are a few steps and sitting on a large golden throne is King Vallener. He is a sturdy man wearing a richly decorated crown. His robes are purple and flow down to the ground. His fists are clenched an rest on the arm rests of the throne. You wander slowly down the aisle to the King. You don't know how to address him, as you never have before. He solves the problem and begins to speak.

"For 5 years you have been in my service. Never once have you failed me, I consider you my best, most reliable knight. That is why I trust you on a most important task"

"Leave Estramon tomorrow morn and deliver this letter to Wiseman Lork, the Elven King. He resides in Elven City, Arithas."

He passes you a letter written on gold paper, rolled, and sealed with his red seal.

"Carry it in this" he passes you a letter case, "It will protect it from any danger"

"I will send a guide" he continues, "who will take you as far as the coastline, from there you are on your own. Do not let anyone find out about this and most importantly DON'T try to read it."

"I fear The Riders already know about the importance of the mission, so you must make hast. Any questions?"

If the PC asks about The Riders he will say "The Riders are slaves of the Evil God Hasturi, bodiless voids wrapped in a cloak. They nor speak nor see. Only using Infravision can they see you. They serve to destroy all good and pull down any and all plots. Little is known off them, but know this - should you encounter them, flee. One look into their hoods can destroy your mind. They ride on large black war-horses draped in black leather armour. Their gallop sound like thunder and they can ride for days without rest. There are 6 riders, all indestructible.

If the PC asks about Elven city say "Elven city is in the state of Arithas, hidden deep in Elf forest. Make sure you wear your Armour of the Crown and you shall be guided through the forest.

If the PC asks "Why me?" King Vallener will respond gruffly, saying "I have my motives"

If the PC tries to read the letter he must make a save vs spells or his mind will go crazy for 1d4+2 weeks and he will not be able to do anything for that time - including eating. The letter is gibberish to the PC.

Vallener will provide to PC with a horse and armour of the crown (AC 1) if needed.

I send with you Miker, my best guide. "Leave now, and may Aesryn go with you"

Miker: AL LG; AC 10; MV 12; 1st level fighter; hp 8; THAC0 19; #AT 3/2, dmg 1d6+2/1d8+2, S 13, D 12, C 10, I 14, W 13, Ch 12; ML 8; NWP track, Climb, Mapmaking; WP Short Sword +1(specialised) Short sword, map, dagger, 50 gp, climbing tools. Miker will spend his money on food and accommodation.

Aesryn is the Good God of this campaign.

2.Leaving Estramon-Axebridge.

You are provided with a sturdy riding horse named Bob, and enough rations to last the journey. You depart from Estramon early in the morning and ride out at a gallop through the long grass on your horses. It is a cold and frosty morning, the horses shudder every now an then from the cold. After eight hours of travel You arrive in Axebridge. Miker takes you to a nice nearby inn. There is about 30 minutes before all the stores will close.

The PC way do as he wishes in Axebridge.

You wake the next morning with breakfast ready for you. Miker is gone, but has left a note 'I'll be back before dawn. Don't come after me.' it says. You look out the window and see the first ray of sunlight fill the sky

Miker will be d50 minutes late. If the PC goes to look for him he will find him on the main road discussing something with a barmaid. Miker will see the PC and will wave furiously behind his back to try to get the PC to go away. The PC will also see jet black horses tied at a stable. If the PC didn't go looking for Miker say this:-

The door opens with a creak and Miker steps inside. He rushes over to the other side of the room and begins to frantically gather his stuff. "Hurry up" he yells "The riders are here"
...[the PC may take appropriate actions]...

You jump on your horses and gallop at top speed from Axebridge, hoping nobody pays any attention to you. Your horses muscles bulge as it surges ahead of Miker's horse, after galloping for nearly a mile you slow down and rest

If the PC did go looking for Miker he is in big trouble. Read this:-

You return to your inn, and not long after the door is burst open and Miker sprints across the room "You idiot!" he screams while frantically trying to pack his stuff, "They know where we are! - HURRY UP!!"
...[PC takes actions]...

As Miker flings open the door a black shadow seeps from the roof and places its hand on Miker's shoulders. Miker freezes and slowly begins to solidify. The shadow turns to you. It fits the exact description of a Rider, inside its hood you can see glowing yellow eyes...

If the PC doesn't immediately say to not look in its hood he must make a save vs death or be hypnotised by the Rider (see the section 8. *Captured*). Otherwise read this:-

You tear your eyes away from his hood and see another rider rise from the ground behind you. Behind him is a window, open and curtains fluttering

If the PC takes a flying leap out the window he will luckily land on straw in the stables. Bob will be tied up in the stable and saddled. The PC can make a quick escape, otherwise the PC will be captured!

3. A night out with the wolves

With or without Miker, the PC will have to spend the next night out in the open countryside. The PC must head for Jowia, the nearest port, in order to get across the Dividing Sea. If Miker is not with the PC, tell the PC that he said that is the route they should take, before he disappeared.

The first night in the open will be disastrous, especially if the PC is alone. He will be attacked by a pack worgs, one of which is a werewolf. Read this to the PC

It is a clear night. You stop riding for the day about an hour before

sunset, a good 25 miles have been covered across the hilly green terrain. As you set up camp you hear howls echoing in the distance, a shudder runs down your neck. Your fire burns good and strong. You sit on a log, staring into the flames. Another howl sends shivers down your spine. This one was much closer. Your dinner lies on the pan, frizzling. Some fish that you brought in Axebridge before you hastily departed.

After eating in silence, the wolves howls start up again, getting slowly closer and closer. You stare up towards the sky - full moon. In the back of your mind is the Riders and your frightening experience with them. Your thoughts are shattered as a snarling wolf leaps into the perimeter of the campfire light and attacks your horse, who is tied at a nearby tree. There is a loud ripping sound as the wolf's teeth shreds into your horse's side.

According to popular belief werewolves can only polymorph on a full moon, and at midnight. Let the PC believe this, Miker will suggest it if he is there. The worgs have silently surrounded them. But seem to not want to come within the firelight. Bob will be maimed but not dead.

If Miker is there he will spring to his feet and immediately attack the worg near the horses. Miker's horse will go berserk at the sight of the wolves, although will not be able to break free of from the rope

Worgs (6): Th: 17; AC: 6; #ATT: 1; Dmg: 2d4; HD: 3+3; Hp: 16 (x2), 13, 15, 11, 17; MV: 18; Mor: 11; Xp: 120.

If the PC attacks read this.

As you spring to attack, you catch a glimmer of the wolf you are about to slaughter in the flickering firelight. It is the size of a pony and siliver is drooling from it's mouth, and it seems reluctant to go near the firelight. You realise when you bring your weapon down on the creature that you are not fighting wolves, but rather worgs.

If the PC sticks near the fire for a while:

You stare hard into the blackness where the wolves hide, the light from the full moon casts and ominous blue shade on their backs. In the flickers of the firelight you can sometimes make out their faces, huge snarling grins, with saliva dripping from their fangs. They pace slowly around your campsite, eying you and your horses. You look at the fire, a good three hours worth of light left.

The worgs will slowly come in closer to the campfire, and one will occasionally make a lunge at the horses, but never hit. The PC will only realise they are worgs when he attacks.

The PC will be able to estimate that there are 6-10 worgs. Fire will cause d8 damage on the worgs

If the PC is on the verge of death, there will be a bellowing howl from the distance, and all the wolves will sprint off in that direction at top speed. When all the wolves have been killed or have run away read this:

Relieved, tired, and even a little scared, you lie on your back and look at the sky. Wolves still howl in the background, but you get the feeling they won't be coming back. As you sit up you see a wolf's silhouette in the full moon on a nearby hill. The wolf is howling a silent howl, one of pain maybe. But what happens next horrifies you. Slowly the wolf begins to deform, and gets up on its hind legs. Its arms stretch out and over its head. Only about 100 yards away, you can see it, a living werewolf. The werewolf turns towards your direction and comes running down the hill on all fours. It runs into the blackness, leaving you staring into the moonlight.

The werewolf will take only two rounds to stride down to the campsite.

Werewolf: Th: 15; AC: 5; #AT: 1; Dmg: 2d4; HD: 4+3; Hp: 22; SA: Surprise; SD: Hit only by silver or +1 or better magical weapon; Mor: 12; XP: 120

The werewolf is not a true werewolf and cannot inflict lycanthropy. Don't let the PC die here. If he is about to, make a fake roll, and read this:

With a hollow bellow, Bob, your horse breaks free of the rope. His thundering hooves echo as he bears down on the werewolf from the side. He lifts his hooves and crashed them down on the werewolf, who rolls into the fire with the howl of death, in knowledge it will be his last howl on this plane. Its body goes into flames on the fire. Bob neighs nervously and looks at you out of the corner of his eye.

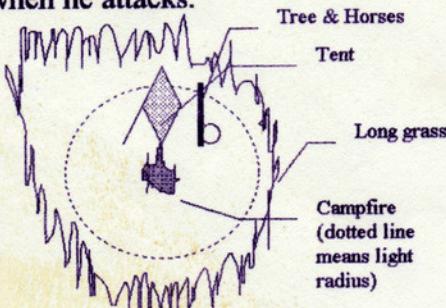
There will be no more major events that night, the wolves will leave the area and not return. The PC should do something about Bob though.

All Bob will need is a covering for his wound, and a good days rest. If Miker is around, he will suggest this. If the PC does nothing Bob will only be able to travel at half rate for two days and will have to rest for a day on the third day.

The PC has now 3 days to arrive at Jowia before the place will be burnt to the ground. Unfortunately this is impossible and the PC should not be allowed to make it within the time limit. Tell the PC Miker did/does advise him to go to Jowia direct route.

4. Overtaken

On the second day of travelling you stand at the top of hill looking towards the horizon. A small black shape catches your attention about 5 miles ahead of you. You strain to see. It seems to be a black robed person riding a black horse. The horse is at a gallop. You watch for a while, it never slows



it's pace, it just rides on and on, over the hill.

There is no way the PC will be able to catch the Rider.

Two days after the incident, no matter how far the PC has travelled they will see a thick column of smoke rising from the general direction of Jowia

5. Jowia

If the PC can arrive to Jowia within 1 to 1½ days since he saw the column of smoke read this.

You arrive at Jowia to see the city in turmoil, it is still burning. At least a quarter of the city has been burnt to the ground. A whipping wind is not helping the disaster. You stand watching helplessly as people run from the city, often on fire. A few people are trying in vain to put out the fires with buckets and hoses. From a nearby building you hear a highpitched scream as the fire spreads to the end half of the building. You know there are people in that building

The PC should attempt to save the people, if he doesn't give him recurring nightmares of the screams and the fires. If he does see section 7. Saving a family.

If the PC was 1½ to 2½ days late read this.

You trot slowly up to Jowia. What you see causes a lump in throat. Half the city is gone. Burnt to the ground. Flames still leap from several areas. As you walk through the charred remains you realise that the Riders were the cause of

this disaster, and they were looking for you.

You have arrived too late to help. You see a small child quivering in an alleyway between the remains of two buildings. He looks at you and runs in the opposite direction

Go to section 6. Leaving

If the PC was more than 2½ days late read this.

You slowly trot up to the charred city of Jowia. You were far too late. A quarter of the city has burnt to the ground. A few citizens are already starting on the repairs, but there is nothing you can do now. You dismount and slowly walk up onto the city.
**Suddenly you feel a sharp shiver go down your spine. You turn around and see a black hooded human step out from behind the remains of a building. He is mounted on a jet black horse. You heart skips a beat as you realise that you look at a rider.

Get the PC to roll d20 and whatever the result read this:

You tear your eyes from his hood. Slowly you feel yourself loose consciousness. As you collapse you feel strong arms lift you arm. The next sensation you have is one of flying. It seems you are being carried away by the rider.

Now go to the section 8.Captured.

6. Leaving

The PC will inevitably search the remains. If he does read the following.

From in front of you you hear a small high-pitched whine. A few seconds later it comes again.

If the PC investigates, read this.

The source of the whining comes from just inside a burnt out building.

If the PC opens the door

The door falls off of its hinges as you push. You peer round the corner, lying under a crumbling table is a small pet puppy. It is black with oversized ears. It looks up at you and whines. Its hind legs are scarred from the fire. It looks thin. From outside you hear someone calling "Dart!" The dog pricks his ears and attempts to bark.

If the PC picks up the dog

Underneath the dog lies a small glowing blue wand.

The wand is a wand of *Light and Death*. It has three charges.

Wand of Light and Death: When under 10' underground the wand emits a light 50' radius, with a sharp edge. Its alternative use is as a wand of death with three charges. On the command word *Blartm*, the wand works like power word death on anyone of the PC's choice within 150 feet of him. The command word is engraved along the side of the wand. If the PC rescued the lady from the fire, she will identify it for him.

If the PC returns the dog to the person who is calling read this:

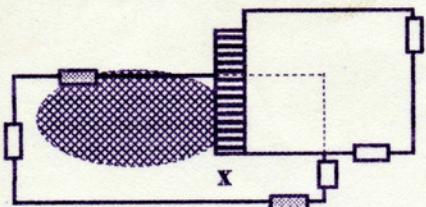
You return the dog a small girl. The dog licks her on the face and she laughs. "Thanks mister" she says, and runs down the road. Your joy turns to horror as suddenly you feel a sharp shiver go down your spine. You turn around and see a black hooded human step out from behind the remains of a building. He is mounted on a jet black horse. Your heart skips a beat as you realise that you look at a rider.

Follow the same procedure in section 5. (Last box)

If the PC payers no attention to the whining immediately refer to section 5 (Double-stared section) The PC will end up captured. Try not to let the PC help in rebuilding in the town, or going to meet citizens.

7. Saving a family

You quickly run towards the screams. The building is quite small and could be up in flames in a matter of minutes. Quickly, you scan the building for entrances. [Draw map shown]



Shaded boxes mark doors, unshaded mark windows. All doors and windows are closed and unlocked except the door nearest the X, which is locked. Flames and smoke already fill the area shaded

The PC has seven rounds to get the people out before they die.

The PC must make a successful roll against constitution every round with an accumulative -1 modifier, or lose 1d4 Hp due to the heat and lack of air. A PC can only hold his breath for 3 rounds, after which he *must* go outside for a round to catch his breath. If he doesn't he must make a save vs death or fall unconscious and be captured by the Riders. Other modifies and situations are explained as you go along.

If the PC manages to get into the house read this:

You look frantically through the thick smoke for the source of the screams. A stifled cough comes from nearby, you rush over and find a husband and wife huddled at the bottom of a staircase. They are pale and weak. One round has already passed

Every round the fire will get bigger and bigger. By the fifth round, it will have engulfed the downstairs area and will start spreading upstairs. Any PC with strength of 13 or more can lift the couple one by one out the nearest window, or it takes a further round to locate the key to the door to open it.

It will take a round to drag one weak person to the window or door. If all goes well the PC will have saved one person by the third round, at which time he will need a breath and a rest for one round. If the PC can make a successful Constitution check minus the number of rounds already elapsed, he can go back in after half a rounds rest.

When the PC comes back in read this:

Flames now burn under the old man/womans body. He/she lies motionless. A supporting beam above you begins to creak and you manage to jump out of the way just in time before the beam crashes down in front of the window, blocking off both the door and the window as escape routes. You cannot even see the far window now, due to the flames.

The only alternative left now is to drag him up the stairs. The house will collapse on the seventh round regardless. If this does happen, the PC will miraculously survive unscarred but be captured.

If the PC decides to drag the person up the stairs, use the table below to see how many rounds are required to get upstairs. Once upstairs the PC will not have to stop for a breath.

Str	Rounds	Str	Rounds
18+	1	15-13	3
17/16	2	12-	4

The PC's only option now is to lower the remaining person to the stables below, which he should complete with no problems.

If the PC doesn't complete the task in the required seven rounds, the house will collapse in one round, he will survive, but the person he was rescuing won't. If the PC managed to save anyone, he/she will offer the PC anything in return, and be very grateful. Their names are Bel and Gray. (Bel is the lady.) They have no information about the riders or anything important.

8. Captured

When you regain consciousness, your sight is blurred and limbs numb. It seems you are in a small concrete room. As you look around you realise the room has no doors or windows. Your mind races as you remember the king's letter - you still have it tucked in your pocket. All your equipment is still on you.

A quick search of the room will reveal a pile of bones and a burnt note. The PC will also notice that there is no roof. The note looks like this:



The PC should be able to realise a wand is hidden. It is actually disguised as a bone (a wand of levitate). The command word is etched into the side of the bone - Wokl. Any PC who knows Dragon will recognise it as meaning levitate). On command the wand will take the PC to the roof and open out into the Labyrinth. The wand has 3 charges.

9. The Labyrinth

You step into a long narrow passageway with walls of similar concrete. The only two ways to go are the two opposite directions which you guess to be north and south.

The Labyrinth is so vast and complex it would be virtually impossible to map. Instead use the random encounter chart showed. If you roll 'Room' refer to table 2. An entry such as NS or NEU means a room with exits North, South, East, West, Down, or Up (each letter representing a direction) It is important to add the direction from which the PC came from if not already listed. 'Root' means the walls of the room are covered with healing root (unbeknown to the PC). One bite takes one round to swallow, and heals 1d3 Hp. The PC can hold at the most, 30 in one hour. If you roll an entry Trap use table 3 to find what trap it is. The entry Area x means the PC enters a special room. See the encounter number replaced by the x.

Roll this chart every time the PC makes an action. Events, however happen wherever the PC is, at a specific time. If the PC searches for treasure, roll against the random treasure chart and follow instructions.

Events

1. The Vision

Read the following after about an hour of wandering.

As you are about to do so, your head begins to throb hard. A low, hollow voice echoes throughout your head causing extreme pain. "We know where you are, and we are watching with joy, soon we will have the secrets to unlocking that letter you carry", oh and by the way, I've got a little surprise for you - look behind you"

If the PC looks behind him roll a Thac0 17 skeleton to hit the PC and if it hits read this:

You turn around and see the room you have just come from and feel a hard blow to the back of the neck, turning back around you see a skeleton swinging a shortsword at you. The voice in your head cackles loudly and slowly fades away

If it misses:

You turn around and see nothing but a shortsword swing narrowly past your head. You spin around and immediately attack the skeleton in front of you. The voice in your head grumbles in anger and slowly fades away

2. A brief message

After another hour an arrow flitters past the PC's head and embeds into the wall. There is a note on the arrow. If the PC opens the note another arrow will fly out of it and straight at the PC. A save vs spells is allowed, otherwise the PC loses 1d4 Hp and a cackling laugh breaks the silence.

3. Sighting

After another three hours (game time) read the following

At the end of the corridor a small crack lets some light through the wall. You peek through the wall and what you see horrifies you. A tall black man wearing a black mask and a helmet with huge horns is standing next to a torture rack. On the rack lies Miker. He rolls his head to the side. Blood dribbles from his mouth his eyes blink slowly. His eyes open

quickly when he sees you through the **small** crack. His hands move slightly. He is trying to tell you something. He wiggles his ring finger. You don't remember Miker wearing a ring, with his last breath Miker says 'Ring' - his hands go limp.

The masked man speaks in a low, crackly voice "Speak slave!" and cracks a whip into Mikers head. Blood dribbles out his ears and his jaw bone juts through his skin. The masked man waits a moment and then speaks again "Get rid of him" You recognise the slave as a rider. He goes to Miker and unlocks the chains. As he is about to lift Miker off the rack, his eyes rest upon yours. He gives you a cold, chilling stare before you stand upright against the wall

If the PC looks back through the crack he will see the Rider whisper something to the masked man and a red glow coming from under the mans mask. Whether or not the PC looks, a concrete slab will fall behind him, blocking his escape. He will notice that once again, the roof seems miles above him. If he still has charges left in his wand of levitate he can levitate over the wall to encounter 22. Else go to encounter 21.

Encounters

Random encounter table.

Die roll (d%)	Encounter
0-30	Empty Room
31	Kobold
32	Spider, Large
33-40	Bat, Common
41-45	Skeleton
46	Lizard man
47-50	Orc

51-58	Goblin
59-63	Rat, Giant
51-59	Hobgoblin
60	Mud man
61	3HD Piecer
62-89	Trap
89-90	Area 10
91	Area 11
92	Area 12
93	Area 13
94	Area 14
95	Area 15
96	Area 16
97	Area 17
98	Area 18
99	Area 19
00	Area 20

Table 2. Random room exits.

Die roll (d20)	Exits
1	D
2	U
3	EW, roots
4	NE
5	NW
6	NSU, roots
8	SE
9-13	NS, roots
14	SW
15	ND
16	NEU, roots
17	WD
18	EU
19-20	DM's Choice

Trap types.

Pit - lose 1d4 Hp and fall 1d10+10 feet. If the PC doesn't carry a rope, he will find one in the pit

Snake Pit - same as above, but attacked by 1-2 constrictors

Portcullis - a portcullis slams shut onto the PC. Check dexterity or

lose 1d4 Hp. To escape make a successful Open Doors roll

Collapsing floor - many rooms don't have floors. Check wisdom - 3 to see if the PC notices. If failed check Dexterity - 3 or fall 20' and lose 1d6 Hp

Collapsing roof - many roofs are unstable. Check Dexterity with a +1 bonus if Constitution is higher than 14 or lose 1d3 Hp

Gas - the room will be filled with thick gas causing 1 Hp/round damage. Each round the PC must check Skill (or Dexterity) to find an exit.

Crushing Roof - The PC must save Strength - 2 or be crushed for 1d4 Hp by a dropping roof. The PC can then easily escape

Arrow - 1d4 arrows will shoot from the wall causing 1d2 Hp damage each. A check vs Dexterity is allowed for each to dodge the arrows

Table 3. Random Traps

Die Roll (d12)	Trap type
1-5	Pit
6	Snake pit
7	Portcullis
8	Collapsing floor
9	Collapsing roof
10	Gas
11	Crushing roof
12	Arrow



Table 4. Random Treasure

Die Roll (d%)	Treasure Type
0-15	Healing potion
15-85	None
86	K
87	L
88	M
89	N
90	O
91	P
92	Q
93	R
94	T
95	U
96	V
97	X
98	Y
99-00	Magical item (DMG pg 135)

10. Natural Caverns

The corridor opens into a huge natural underground cavern. Water falls from above and splashes into a pool in the middle of the cavern. Set high on four corners of the cavern stand four statues. They seem to be of past kings or something similar. Apart from that, the cavern is empty.

The water in this cavern has healing qualities. Every 50ml drunken the PC heals 1Hp, with a 10Hp maximum every hour. Exits are Northwest or back.

11. Spiral staircase

You follow the windy passage for a hundred yards before it starts to descend. The passage gets steeper and steeper, until it turns unto steps. As you descend the air gets warm and thick. Ahead, in the darkness, you see the reflection of light on water. The water comes right up to the base of the steps.

You can dimly see a land patch somewhere in the middle of the underground lake.

The lake is home to a family of 6 giant toads, who will only attack if attacked. If the PC swims to the island he must make a check vs Strength + 2 or be washed by a strong current to a random location and lose 1d3 Hp.

On the island is a lock of Nymph's hair woven into a leather broach. The broach adds 1 to the wearers Charisma and 2 to his Cumliness when worn.

12. Mudmen

You follow the corridor into a larger room. You step absently into the room - right into a pool of mud. From the mud rises three creatures caked in mud. They immediately attack.

Some time during the fight mention to the PC that he feels something in the mud under his feet. If he look through the mud it will reveal a heavy pull ring which can be opened on a successful Open Doors roll. Underneath is a small treasure cache of 5 Pp, 34 Gp, 18 Ep and a gold crown. The crown has no magical properties but is worth 35Gp.

13. Dizzy?

You enter the room to the [North] and the moment you step on it, it begins to spin, getting faster and faster. The room has spikes covering the majority of the floor, and a pole in the middle, acting as an axis.

The PC must make a successful check against Dexterity every round or fall onto the sharp spike floor for 1 Hp damage. The only way out is to climb up the pole in the middle of the room, which leads to a small alcove which hides a potion of gaseous form. Exits are up or back down.

14. Starry

You enter the plain concrete room. In the centre of the room hovers a will o'wisp. It hovers a moment then disappears around the corner. It pops around the corner and looks at you then disappears again. It wants you to follow it.

If the PC follows the will o'wisp he will be led to a small room with a golden statue in the middle. The will o'wisp will hover around the statues base. If the PC pushes the statue, it will reveal a small capsule under the statue containing a lever. The lever operates a secret door which the will o'wisp shoots through. Inside the secret door is a sack of gold containing 59 Gp. Exits are East and South.

15. Spooky

The room you walk into seems to be musty. A cold voice speaks from apparently nowhere "Stand right there" it says mockingly. A see-through spear appears in mid-air and speeds right towards you going straight through your neck, doing nothing but sending shivers down your spine.

16. Hidden closets

Following the corridor, You come to a fairly large room with three

double-doors along each wall. A passageway opens to the Southeast.

Behind each doors hide skeletons. Also, a potion of healing resides in each. There is a secret door in the back of the middle door on the East wall. The door leads to a ledge on area 10.

17. Weapons room

The room you enter is filled with weapons. Every wall has every kind of weapon you could think of covering it. Daggers, scimitars, bastard swords, death needles, and more. They are all shiny and in good condition.

The PC can only take one weapon from the walls, and will lose 1d4 Hp from burnings if he tries to remove more. The is a 10% chance the weapon is enchanted +1, as there is a 10% chance it is cursed -1.

18. More stars

You enter a dark, large round room. A curtain covers the southeastern exit so as to not let in any light. Small lights cover the roof like the stars in the sky. Two burning candles light a plaque on the far wall. "The heavens above" the plaque says. You look again to the roof. The constellations are marked out by light, yet you recognise none of them.

A quick search of the room reveals a random treasure and a book entitled 'The stars above Krynn'. The PC may take the candles, which are candles of eternal light.

19. Tilting floors

As you step onto the floor you begin to feel in rise, then suddenly fall. It seems as though the floor is like the sea. Ahead of you, you can make out a group of four goblins. They have not seen you.

One of the goblins uses a short sword +1. Exits are North, Up and back.

20. Treasure room

A skeleton of a large, unidentifiable creature lies atop a mound of gold and valuable items.

There is a total of 215 Gp and 35 Sp in the mound, as well as a pearl necklace, diamond ring and jewel-encrusted crown. Exits are Northeast and back

21. Tight squash

From the crack flies three magic missiles, all bent on your destruction.

A loud blast fills the air and the wall with the crack falls to rubble. On the other side stands a rider and the masked man. The masked man carries a glowing broadsword, his eyes red. You see Miker, using all his strength to move his arm. His ring falls from his fingers and falls to the ground with a rattle, he manages to open his eyes, and nod his head towards the ring. It lies only 10 yards away, as does your enemy

There is no way the PC could defeat the two. If he tries to attack the masked man casts magic missiles to knock the PC to the ground. He will land next to the ring and hear Miker croak "put it on!" If the PC still insists on

attacking, he will be turned to stone by the Rider with no saving throw.

If the PC dives for the ring and immediately puts it on go to section 23. The Ring

22. Don't look up

You rest on the wall dividing the two rooms - just 20 feet high. The wall is only a few inches thick and below you can see the masked man cast magic missiles through the crack in the wall. There is a large bang and the wall begins to shake violently.

Make the PC check vs dexterity -2 or fall 20' for 1d2 Hp damage. The PC will fall next to Miker who will murmur "The ring, the ring"

The room has healing root. It has no other exits, apart from the PC putting on the ring.

23. The Ring

As you slip on the ring you see a sudden expression of horror come over your enemies faces. The masked man screams 'no!' and swings his large broadsword at you.

Make a fake roll

The last thing you remember is an excruciating pain as the magic broadsword rips into your back...
...Your vision slowly returns. Some people with funny pointed ears are all looking over you. You are naked! Quickly it all comes back to you - the ring, the riders, - the letter. You realise the people around you are elves, elven woman. They try to calm you.

The PC has been teleported to Elven City - his original location. The King has already received the letter and will personally congratulate the PC and reward him with a set of magical elven boots. The boots add 1 to Thac0 and AC, weigh nothing, and give protection against heat (for the feet only)

If the PC has good enough scores to become a Paladin, The Elven king will offer it to him (go to section 24).

The PC may stay as long as he likes in Elven City before leaving for home, during which time he can make many friends with the elves.

24. Becoming a Paladin

You are summoned to the Kings Chamber just before you set off for home.

The king is accompanied by two high elven priests on either side of him, both with their backs turned. As you enter, the turn around, keeping their heads low, and hands clasped. The king speaks "Kneel great warrior"

"You have done a great favour for the elves - one which we will never forget. You have proved worthy - showing now greed or self-pity. Your intentions are pure and you strength great."

With that the two priests raise and walk towards you putting their hands on your head.

"Will you commit yourself to the God Aesyrn?" The king says.

"I now pronounce you - Sir XXX, the Paladin."

"Should you keep up your good will your powers will not wane, but should you not - your powers will

be banished. Now rise - you new steed awaits you"

Outside stands a jet black horse in leather armour the horse comes to you a neighs in approval - he is yours - you are a paladin.

You gallop off on your new steed at top speed - you horse pounding through the elven forests.

King Vallener will reward the PC with 1000 Gp into his new bank account.

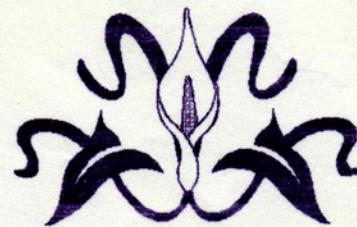
Experience

If the PC is having trouble because of bad ability scores go easy on him, the adventure is designed so that there are plenty of magical and healing items around - but these are useless unless the PC can find them.

If the PC finds himself doing things for the first time (using a levitate wand etc...) award some experience. Award Xp whenever the PC sees a Rider, and more when he sees a riders eyes. The Riders are very powerful minions of the Evil God Hasturi, although they don't do much physical harm in the adventure, seeing them and their eyes is important experience for future adventures.

If the PC saved the family from the burning house reward him greatly - especially if he risked his life. One to two thousand experience points is appropriate. Give only experience points for magical items found in the special rooms, not random ones. Experience for escaping the Labyrinth could be about three or four hundred.

Finally, if the PC becomes a Paladin, he can receive up to five hundred points (if appropriate) It is important to realise that the PC can earn much Xp in this adventure, but don't just dish it out. Make them earn it.



Here ends the story of 'Valleners Letter'