

TC1

A Basic Level adventure for 4 to 6 players

# Dungeons & Dragons

Unofficial Game Adventure

## The Baron's Favor

by Robert Nuttman

First in the Thorn's Chronicle Adventure Path





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Another girl gone missing!

Three in one month from Threshold alone, with more reports of abductions coming from the outlying farmsteads, and as far away as Eltan's Spring and Verge.

Vampires, some say. Goblins, say others. Yet there is no sign of forced entry, no signs of struggle: just an open window and an empty bed.

The baron has solid leads, but with the Townguard stretched to its limit conducting door-to-door searches and increasing patrols along the Market Way and Windrush Roads, he needs adventurers willing to take the risk.

The notices appeared in the morning, tacked to every inn and tavern door, shouted from every corner by the criers: "His Lordship hereby offers reward to those brave enough to undertake a mission of utmost urgency. Inquire at Tarnskeep, no later than noontide."

“The Baron’s Favor” is a Dungeons & Dragons adventure for 2 to 6 player characters of levels 1 - 3.

At first glance, the players may dismiss this as a simple “go into the dungeon and rescue the damsel in distress” mission -- and that is correct. But there are ten damsels and two dungeons; goblins and kobolds; a wizard and his ogre bodyguards. And a treasure that ended one war millennia ago... but could well rekindle it in the current age.

## Adventure Background

Among some of the ‘collateral’ seized by the Black Eagle’s tax collectors was a cache of ancient scrolls. Ludwig ordered them burned, but Bargle was able to save much from the baron’s bonfires. Having plenty of time to root over the books as he waited for the Black Eagle’s displeasure to fade, the wizard found that some of the scrolls detailed the final days of King Halav. They told of a dark stone lit by fire within that allowed Queen Petra to foresee Halav’s fate. The woodcut illustrations are consistent in their depiction of the stone in the hands of a girl by Petra’s side, gowned in white, with shining hair and eyes. Bargle has dubbed the girl (or girls, the manuscripts are unclear as to the number) “Petra’s Handmaiden.” They alone were able to lay hands on the stone -- others who touched it met terrible fates (again, not described in any detail in the manuscripts). Bargle believes the stone to be none other than the legendary Eye of Traldar.

The Black Eagle’s wizard has narrowed the Eye’s location to one of two possible places: either the beastman treasure vaults beneath the Black Peaks, or Gygar’s treasury, deep beneath the ruins of Mistamere. He has kidnapped a number of girls matching the description of Petra’s handmaiden, in the hopes that one of them is a descendant of the girl in the manuscripts.

Bargle has used the *starflower* offshoots of the *Crystalline Flower of Forgetfulness* to lure the girls to Mistamere. See Appendix 2 for more information.

## Getting the PCs Involved

The most obvious way to engage the PCs is if they have adventured together previously and have answered the baron’s call for aid. However, new groups may form at the baron’s briefing, as there are

quite a few able-bodied fellow adventurers gathered in the main hall at Tarnskeep.

Characters new to town will pick up rumors and gossip at any of the inn common rooms or taverns. They could be travelers on the road north of town, and see flickering lights within the castle ruins, or tracking goblins through the Black Peaks, which leads them to the Old Caves west of town. In those cases, the heroes will skip the baron’s briefing, and it is up to the heroes to stumble upon the kidnappings as they explore the caves or ruins.

Baron Sherlane Halaran looks older than his nearly sixty years. His blue eyes are bright, but smudged beneath with dark circles. He paces before his desk, hands clasped behind his back for some time

“Yes, thank you for coming. Please, be seated. I will make this brief.” He waves a hand absently towards the semicircle of chairs before his desk.

“As you have no doubt heard, a third girl has gone missing from town. Alissa lives not three blocks from the Market district, two from the Temple square. Gone, from the middle of town, in the middle of the night.

“I fear that magic is involved. My every attempt to use my own magic to root out the cause of these abductions has either met with flat out failure or blatant misdirection. However, in the past few hours, I have managed to piece together several clues.”

The baron reaches into the pouch at his belt and pulls out a silver pendant, which swings and turns from a slender sliver chain.

“Trappers in the Black Woods found this on a goblin that had stumbled into one of their snares. Two of the families recognize it as a pendant their daughters had scrimped and saved coppers to purchase in the past few weeks.

“The other bit of information is from traders come south from Highdell. They camped along the bluffs below the ruins of Mistamere, and reported seeing lights and hearing voices in the night. At the time, they thought it the ghosts that are rumored to haunt that place.

“The town watch is already on high alert, and I have every available man working double shifts, patrolling the streets, as well as the roads to the outlying farms. I need able-bodied, trustworthy adventurers to venture farther afield, to investigate Gygar’s fortress, as well as the clues

pointing towards the Black Woods, which can only mean activity in the Old Caves. Once I know what is going on there, I can allocate more resources to take action, but for now, I have my hands full just keeping the townfolk's fears from boiling over.

"I will personally see to any healing you might need while you do this service for the barony. If there is anything else you need, please let me know and I will do my best to ensure that you have it, if it is within my power."

after the adventurers file into his study. You can read or paraphrase the baron's briefing:

The baron has most provisions listed in chapter four of the Rules Cyclopedia available in town, and gives each PC a writ of 150 gold pieces to spend, should they desire to upgrade their equipment. The baron will loan the Heroes riding horses from his own stable if they do not have mounts of their own, though they may wish to travel by foot to search for clues along the way to either the caves or ruins.

Whichever the PCs choose to investigate first, another group of adventurers will take up the trail to the second location. This NPC party should be of an equivalent makeup of the Heroes.

The ruins of Gygar's castle Mistamere are approximately an hour's hike from Tarnskeep. The

Old Caves are about two and a half to three hours from town.

### Event 1: A Warning

A lone figure shares the trail with you, coming from the opposite direction. The hazy figure resolves into a brown-robed figure, a long beard a few shades darker than the hood from which it tumbles. He walks slowly, but with purpose, leaning heavily on a wooden staff another few hands taller than he.

He does not look up as he draws nearer, the shuffle of his step and the thump of his staff do not slow as he passes.

"Trouble ahead," he says, nodding back the way he came. "Best be careful, if you continue. Better if you just turn back now."

The man is gone when the PCs turn around to reply.

A firm believer in winning a fight before it's even started, Bargle hopes this illusion will either dishearten anyone following his trail, or spook any of the less adventurous, that they will turn back, as the illusion warns.

## So, where are all the girls?

As-written, only three girls have been specifically placed in the adventure's flow: **Magda Littau** (who could be rescued from the goblins on their way to the Old Caves); **Jasna Morozovna** (Mistamere Keep, Room 12) and **Morana Vornov** (Old Caves, room 3, disguised as a goblin).

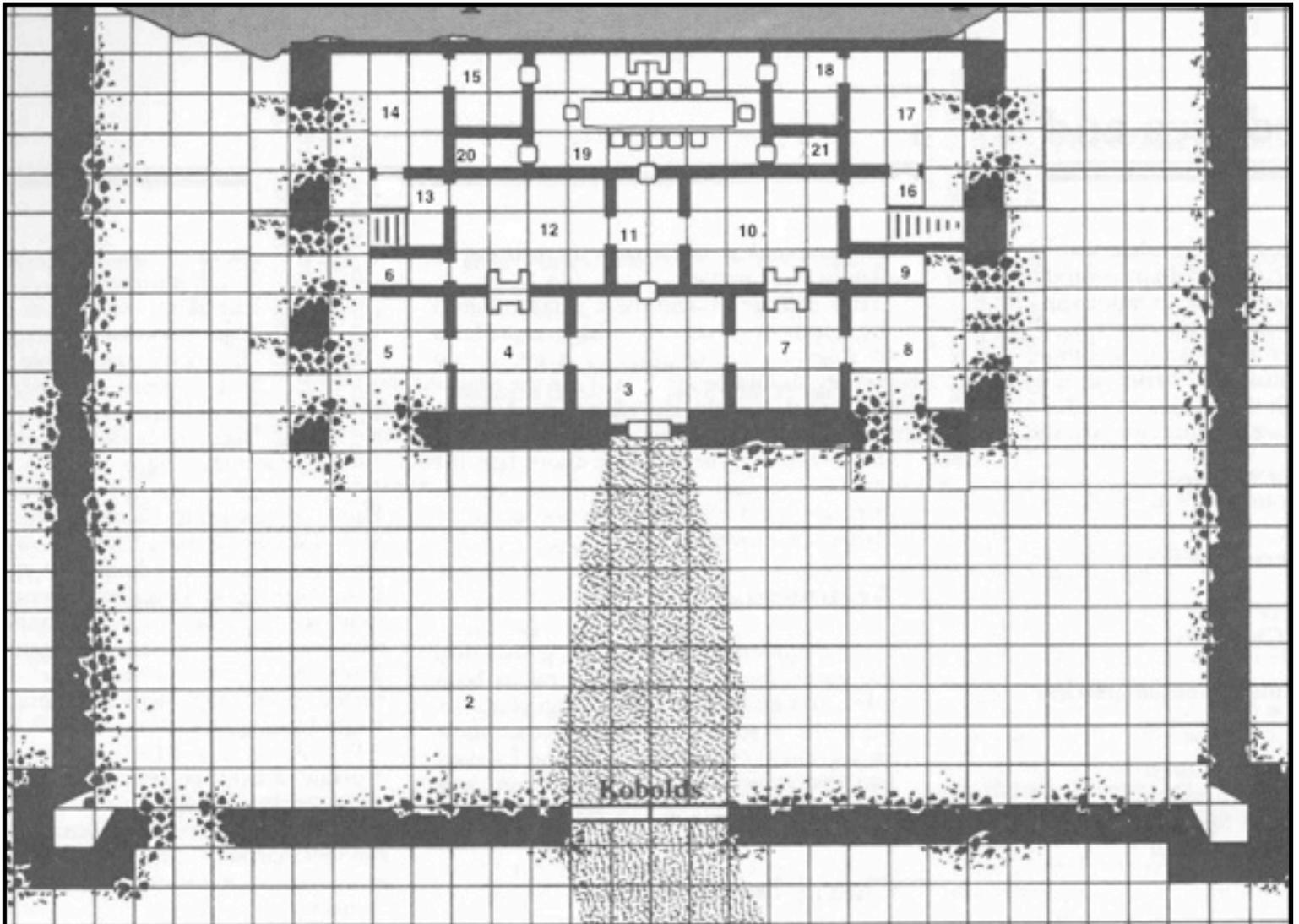
The other "scripted" locations do not name the girls, so the DM can identify them as he sees fit:

### Mistamere Dungeons, Level 2

- **Room 51** (one girl)
- **Room 59** (two girls, turned to stone)
- **Room 62** (one girl, magically asleep (see Mistamere Interior, room 10))
- **Room 64** (one girl, turned to stone)

### Old Caves: Beastman Catacombs

- **Room 2c** (one girl)
- The last girl hides somewhere in the catacombs. It has been left up to the DM to place her.



## 2. Kobold Courtyard

**3. Entrance:** The unlocked doors leading into the keep are made from rotting wood. This entrance hall is well-traveled and littered with debris from outside.

**4. West Hall:** This musty chamber contains a trio of ancient wooden chairs and a pair of small tables. A cold fireplace sits in the center of the north wall near a ragged hole in the ceiling.

**5. Storage:** This room is filled with dusty boxes and crates of many shapes and sizes.

**6. Closet:** This dusty closet is meant to serve area 12, but also opens into area 5.

**7. East Hall:** Four rickety wooden chairs sit in this room, around a small table. In the center of the north wall is a fireplace.

**8 Storage:** This room is identical to area 5.

**9. Closet:** This small closet is crowded with dust and rubble.

**10. Bedroom:** This chamber may have once been a fine bedroom, but its furnishings are now tattered and moldy.

**11. Hallway:** This chamber contains a large amount of trash, but nothing else.

**12. Bedroom:** This chamber is identical in appearance to area 10.

**13. Stairs:** This small chamber leads to a set of stairs that descend to the dungeon below, leading to area 22.

**14. Trap Room:** In the center of the room, a large log rests with one end on the floor, the other suspended above a simple wooden chest by a rope that runs through hooks in the ceiling and wall before disappearing into the floor.

**15. Statue Room:** A small statue of a kobold stands in the center of this room, holding out a crude stone sword.

**16. Stairs:** This rubble-strewn staircase leads down to area 39.

**17. Kobolds:** This chamber contains rubble and trash, but little else of interest.

**18. Statue Room:** This chamber is identical to that of area 15.

**19. Dining Hall:** A long wooden table occupies the center of this room, surrounded by a dozen wooden chairs.

Skeletons, wearing the rags of fine dinner attire, occupy four of the chairs. On the table in front of each chair sits a golden dinner plate, accompanied by a dusty glass goblet and dull silverware. A large stone fireplace looms in the north wall, nearly large enough to hold the dining table.

**20. Closet:** This small closet contains little more than rags and trash.

**21. Closet:** This closet contains dust and cobwebs.

## Section 1: Mistamere

Mistamere huddles upon a broad shelf at the base of the Black Peaks. The trail turns away from the lake and winds up towards the gaping archway that holds the sagging fortress gates. The wall has collapsed upon itself beside the shell of the leftmost tower, leaving a rubble-strewn gap some ten feet wide.

From the other side of the walls, you hear the sound of girls' shrieking and high-pitched, doglike yips.

### 2: Kobold's Courtyard

The rubble filling the gap is about waist-high. The blocks and debris are too large to actually move by hand, and must be climbed over. This could cause several blocks to shift, releasing 1d4 giant centipedes that had been sheltering in the nooks and crannies. The centipedes get one surprise round to scuttle over the hero and take one (collective) bite before burrowing back under the rubble.

#### Giant Centipedes

Armor Class: 9  
Hit Dice: 1/2 (4 hp)  
Move 60' (20')  
Attacks: 1 bite  
Damage: Poison  
No. Appearing: 1d4  
Morale: 7  
Save As: NM  
TT: Nil  
Alignment: Neutral  
XPValue: 6

Should the heroes try the inner gateway, the kobolds stationed nearest will slam them shut and bar them against the heroes. A STR check is needed to force the inner gate open (at a +2 penalty due to the bracing of the timbers the kobolds use).

Whether through a gap in the gate timbers or over top of the pile of rubble, heroes peeking into the courtyard see a group of five girls and as many kobold whelps playing at a game of Ghoul tag (a variation where those touched by the "ghoul" must freeze in place). The youngsters are watched by a dozen kobolds, stationed at various points around the courtyard. Should the guards become aware of the Heroes, half of them attack with slings while the other half herds the girls and whelps back into the keep.

PCs risk hitting the girls if they should fire on the retreating kobolds. Any miss needs to be re-rolled vs. the girls' AC of 9.

The broad courtyard surrounding the crumbling keep is still paved over, but weeds run rampant through the seams between the flagstones. Debris from the keep's upper floors litters the courtyard,

which the kobolds use as moderate cover (additional -1 penalty to ranged attacks).

### The Keep Exterior

Double doors of dark and pitted wood still stand in the keep's main doorway, flanked by tall windows. Any glass within them is long gone, and the remains of shutters of the same dark wood can be seen peeking from within.

Sections of the outer wall have collapsed to the far right and left of the main doorway, but nothing can be seen stirring within the exposed chambers. More gaps in the wall can be seen around the left and right sides of the keep.

The gaps in the wall, like those in the curtain wall, are mostly piles of broken stone and timbers about waist-high and have to be clambered over. The gap leading into room 13 is nearly chest-high, and the opening above it barely wide enough for a grown man to wriggle through. Heroes trying to shimmy through that gap will have to shed armor and backpacks.

Atop the pile of rubble, jammed up against the northern section of wall and partially hidden in shadow is a worn leather sack. Though old, it has not been there long, based on the lack of dust or debris atop it.

Jasna was nearly through the gap when she had a change of heart and chose to go back to save the others in the dungeons below. She was interrupted by a kobold patrol, and is currently hiding in Room 12.

Lighting conditions are shadowy in the rooms around the keep's crumbling walls, as the sun peeks

#### Jasna's Hoard

The sack contains two bundles of oilcloth: one holds a jewel-encrusted sheath (moonstones, opals, and rubies, 175 gpv); the other holds a silver circlet, its lace-like pattern of impossibly intricate silver threads woven around three large moonstones set along the front (1,500 gpv)

through the gaps in the walls. but does not penetrate very far into the gloom. The interior rooms are dark, requiring the heroes to bring their own light source. Except for the ironwood main doors and dining table and chairs, the rest of the mostly-wooden furnishings are either aged to heaps of splinters, or fall to pieces if disturbed.

The few wall hangings left are threadbare, moth-eaten, any pictures they might have once displayed long worn away by time.

A group of four kobolds skulk through the first floor ruins, searching for one of the girls, who has escaped the dungeons below and huddles in the fireplace in room 12, behind the broken timbers and rubble that have fallen in from the floor above. If the PCs engage in combat, or make too much noise in their own search of the castle, they will draw the attention of the search party. Three of the kobolds will engage the PCs (from ambush if possible) while the third makes its way back down to the dungeon to rouse reinforcements, which arrive 5d6 rounds later.

#### **Kobold Patrol**

Armor Class: 7  
Hit Dice: 1/2 (4 hp)  
Move 90' (30')  
Attacks: 1 club  
Damage: 1d4-1  
No. Appearing: 4  
Morale: 6 (8)  
Save As: NM  
TT: (P)  
Alignment: Chaotic  
XPValue: 5

room 12, behind the broken timbers and rubble that have fallen in from the floor above. If the PCs engage in combat, or make too much noise in their own search of the castle, they will draw the attention of the search party. Three of the kobolds will engage the PCs (from ambush if possible) while the third makes its way

## The Keep's Interior

### *Individual room encounters and notes*

#### **3: Entry Hall**

The cold wind of the late season sighs through the tall, broken windows high on either side of the main doors, and cobwebs toss in the breeze like the tattered remains of curtains. The room is largely bare, save for moldering piles of wood and cloth that may have at one time been furnishings. Now it looks closer to heaps of nesting material.

A simple glance at the floor reveals many sets of footprints leading through the center of the room, to the door opposite the main double doors. Investigate *-track* checks enable heroes to guess that small, shod feet, as well as smaller claw-toed feet are mixed together, several sets of each overlapping. The clawed tracks lead both directions, while those of the small, slippered or shod feet only lead one way, deeper into the ruins.

PCs listening carefully will hear a faint rustling sound coming from the doorway to the west. As the heroes pass through that threshold, make a check for any hero with the Alertness skill, informing them of a prickling warning of danger in the next room.

#### **4: West Hall**

A giant bat nests in the ruins above this room, and investigates any disturbances.

Sounds of combat will draw the attention of the kobold search party, arriving four rounds after combat begins, if the party has not already encountered them.

A search of the room turns up two silver teaspoons, covered with tarnish and grime under the remains of a small table in the southeast corner of the room. They could fetch 10 to 20 gold pieces apiece, once cleaned up.

#### **5: West Hall Storage**

Two great holes gape in the west and southern walls, the ceiling sagging. The far corner has buckled, barely holding up the ceiling. Someone (or something) has braced the wall with broken timbers, but it looks to be a hasty job, one that won't last the next storm, or the weight of next winter's snows.

Besides broken stone, dirt, and timbers, there is nothing of interest in this room.

#### **7: East Hall**

Four broken chairs surround a table which stands on two of its legs. A cold, debris-choked chimney sits in the center of the room's north wall.

#### **8: East Hall Storage**

Stacks of crates and several large barrels line the northern wall of this room. While they appear old, they are definitely not from Gygar's age. Leaves skitter in the stiff breeze from the large hole along the eastern wall.

An Intelligence check reveals brands of several Darokin merchant houses marking the sides of the crates. The barrels bear markings of several well-

#### **Giant Bat**

Armor Class: 6  
Hit Dice: 2 (13 hp)  
Move 30' (10')  
Flying: 180' (60')  
Attacks: 1 bite  
Damage: 1d4  
No. Appearing: 1  
Save As: F:1  
Morale: 8  
TT: Nil  
Alignment: Neutral  
XPValue: 20

known brewers from Rugulov village. The GM is free to develop this as another possible side adventure, either tying it in to Bargle's doings around Karameikos, or it could be the work of another band of robbers entirely.

### 9: Rubble-filled closet

Four zombies lurk in the darkness, shambling out if anything in rooms 8 or 10 are disturbed.

### 10: Eastern Guest Quarters

A moldering four-poster bed sags against the east wall, daylight-lit rooms visible beyond the doors to either side of it. A rubble-choked fireplace sits on the south wall. The floor here is thick with dust, which is riddled with tracks, all leading towards the northernmost doorway, towards room 16.

PCs climbing into the bed (for whatever strange reason) are immediately ensnared by the slumber trap. The PC must make a Saving Throw vs. Spells or fall asleep, and remain so for as long as they stay in the bed. If they are moved from the bed, they still sleep soundly for 5d6 hours. PCs can be instantly awakened if a dried pea is placed under the mattress, or if they are placed on the bed in room 12. Magic Users find their spells are replenished upon waking up.

### 11: Hallway

Rubbish and rubble line the walls of this broad hallway. Heavy-looking double doors stand closed on the north wall, made of the same stone-like wood as the keep's main doors.

It is clear from the dust on the floor that the tracks leading north from Room 3 turn to the east, here. These are all jumbled amidst back-and-forth tracks of claw-toed kobold feet. PCs with the Tracking skill can tell that the criss-crossing kobold tracks are the freshest. A second check reveals a lone pair of slipper tracks leading towards Room 12. The tracks are spaced at a run.

### 12: West Guest Quarters

The dust on the floor of this room has been severely disturbed, recently, as much of it still hangs in the air, making breathing difficult.

A moldering four-posted bed sags against the west wall, daylight-lit rooms visible beyond the doors to

either side of it. A rubble-choked fireplace sits on the south wall.

The southmost doorway leads to a closet once shared between rooms 12 and 5, the back wall of which has crumbled.

Heroes searching the room will come across Jasna, hiding in a hollow in the ruined fireplace, covered loosely by a couple of rotting wooden planks. When the heroes remove the planking, she lashes out with Keenshear, a *silver dagger* +1.

See *Appendix 1: Things She Said...* for possible answers to questions the heroes might pose to Jasna.

### 13: Western Corridor and Stairway

The interior wall, weakened by the collapse of the outer keep walls to either side, has fallen inward, completely filling the stairway.

It is obvious to any Dwarf that the rubble is highly unstable, and any attempt to remove it from the stairway is futile without a small army of engineers and tunnel-shapers.

### 14: Defunct Trap

A successful Intelligence check or Craft: Trapmaking skill check reveals that there is no trigger for this "trap." The rope can be cut, and the log will fall, smashing the chest and scattering its contents across the floor. This sound will also draw the attention of the kobold search party.

A PC unwise (or unlucky) enough to be under the log when the rope is severed takes 1d6 damage, halved if they save vs. Death Ray.



#### **Jasna Morozovna (T:1)**

STR: 8 -1 AC: 7(Dex.)

INT: 10 hp: 4

WIS: 9

DEX: 16 +2

CON: 9

CHA: 15 +1

OL 15%\* DR/P 13

FT 10%\* MW 14

RT 10%\* P/Ts 13

CW 87%\* DB 16

MS 20%\* R/S/S 15

HS 10%\*

PP 20%\*

HN 1-2/6

Backstab: +4 "to hit", 2x damage \*Jasna can add her Prime Requisite bonus XP percentage to her Thieving abilities.

**15: Western Statue**

The kobold statue is trapped, such that any disturbance of the statue, or the base on which it stands, causes the torso to spin around, striking anybody within reach. Heroes take 1d6 damage, halved if they succeed in saving vs. Death Ray

**16: Eastern Corridor and Stairway**

The hallway splits here, leading off to another doorway to the north, or forking south to a stairwell leading down into deeper darkness. Four kobolds hide in the shadows, surprising the PCs on a 1-4 on d6.

**17: Kobold Quarters**

Four kobolds have holed up in this room, having been chased here by the zombies from room 9. Two of them are wounded (half hit points). The PCs may attempt parley with the creatures. Their orders were to repel any intruders, but a scrap with the zombies has made them less than willing to finish their turn at the watch. The kobolds simply want to return to their lair beneath Mistamere.

**Kobolds**

Armor Class: 7  
Hit Dice: 1/2 (4 hp)  
Move 90' (30')  
Attacks: 1 club  
Damage: 1d4-1  
No. Appearing: 4  
Save As: NM  
Morale: 6 (8)  
TT: (P)  
Alignment: Chaotic  
XPValue: 5

**18: Eastern Statue**

The kobold statue in this room is identical to that in room 15, except that the trap mechanism has been damaged and is inoperable.

**19: Dining Hall**

Should the heroes not heed Jasna's warning and disturb anything on the table, the serving platters begin clattering, and two rounds later, a swarm of centipedes burst from beneath the covers -- far more creepy crawlies than could ever fit upon the platters. (Bargle has enchanted the tableware to triple the amount of bugs appearing)

PCs must Save vs. Poison or be incapacitated by the dust cloud raised by the bugs. Coughing and sneezing is sure to bring a kobold patrol, plus reinforcements, two rounds later.

Sounds of fighting within the room awakens the giant spider which lairs in the chimney of the great fireplace. It scuttles out and begins attacking the closest combatant.

**20, 21: Closets**

These musty, rubbish-filled closets are home to nests of rats, which attack in a swarm if disturbed.

**Giant Spider**

Armor Class: 7  
Hit Dice: 2\* (12 hp)  
Move 120' (40')  
Attacks: 1 bite  
Damage: 1d8+poison\*  
No. Appearing: 1  
Save As: F:1  
Morale: 7  
TT: U  
Alignment: Neutral  
XPValue: 25

\* weak poison, Saving Throw at +2

Artwork goes here!

## Mistamere Dungeon level 1

**22: Gygar statue**

An ancient stone statue covered in dust and cobwebs stands along the wall. Its crumbling features still clearly depict a powerful-looking wizard, arms held forward as if to cradle an unseen gift.

**23: Crypt**

Thick sheets of cobwebs and dust hang between four great stone pillars, obscuring the far side of the room. A faint crunching noise echoes in the gloom.

**24: Guard Room**

A large table is turned on its side near the center of this squat chamber, with small piles of rubbish and debris scattered around it.

**25: Well**

This chamber contains a stone well in one corner. A rope dangles into the well, tied to an iron spike driven into the wall.

**26: Kobold Barracks**

Three crude bunk beds are stacked into the corners of this room. Heaps of garbage litter the floor.

**27: Audience Chamber**

Five doors enter this large chamber from various directions. A fierce kobold wearing a necklace of silver

bones sits upon a gem-studded stone chair atop the wooden dais on the far side of the room.

**28: Closet**

The door to this chamber is not locked, but the edges are stuffed with bits of cloth.

**29: Chieftain's Bedchamber**

The door to this room is locked. The gold key possessed by the chieftain opens this door.

**30: Guard Room**

A large table is turned on its side near the center of this squat chamber.

**31: Kitchen**

A large fireplace stands in the north wall of this room, with a spit over the open flames. The carcass on the spit looks suspiciously like that of a dog.

**32: Mess Hall**

Two long tables surrounded by broken and battered chairs dominate this chamber. Scraps of old meat, broken bones, and rotting leftovers litter the floor.

**33: Kobold Barracks**

Two crude bunk beds are stacked into the corners of this room, while old bones and ruined clothing litter the floor. Stairs to the south descend into darkness.

## Mistamere Dungeon level 1

**34: Warning**

Bones and other refuse litter this room. Something has been written on the south wall.

**35: Beetle Chamber****36: Trap Room**

Three doors lead out of this chamber to the north, east and west. In front of the western door are the smeared remains of some gigantic bug, its carcass outlined in a dark stain of some sort of oil.

**37 Beetle lair**

Mounds of earth and stone are piled about this room, partially obscuring a stone chest in one corner.

**38: Gallery**

A faded tapestry on the south wall depicts the castle above as it once was, a beacon of strength and order.

**39: Pillaged Statue**

This chamber contains a cracked and broken statue. The stairs lead up to the ruins above.

**40: Pit Trap****41: Stairs**

A single set of stairs descends from this chamber.

**42: Gelatinous Cube**

Off to one corner of this room, a number of glittering gold coins seem to be floating in midair.

**43: Hidden Treasury**

The door leading into this chamber is hidden.

**44: Spider Den**

Thick webs are strung between the floor and ceiling of this small chamber, obscuring the corners of the room.

**45: Spider's Larder**

Thick strands of webbing hang from the ceiling of this chamber, some of which support small cocoons of silk.

**46 Dead Explorer**

A humanoid skeleton lies sprawled across the floor in the far corner of the room.

**47 Alcove**

A crystal statue bearing a striking resemblance to Bargle glowers at any who would pass it to reach the stairs leading down.

**48 Rat Den**

One corner of this small, unused chamber is a nest of torn bits of cloth, old bones, and broken weapons.

## Mistamere Dungeons, First Level

*General conditions:* With the exception of the kobold kitchens and the throne room, the first level of the dungeons is completely dark. Heroes will need to bring their own light sources. Kobolds escorting any of their “prisoners” to and fro will carry lanterns, making surprise virtually nonexistent for such encounters. The same for the heroes if they carry a light source: it will be nearly impossible for them to surprise the kobolds.

The hallways and rooms are cut into the solid rock of the shelf that the castle sits upon, and fitted all the way ‘round with smoothly chiseled mortared stone. The highly-trafficked areas are kept clean, while those corridors and rooms that see little to no use have been used for storage of both supplies and waste (with accompanying degrees of... fragrance)

### Kobolds

Armor Class: 7  
Hit Dice: 1/2 (4 hp)  
Move 90' (30')  
Attacks: 1 club  
Damage: 1d4-1  
No. Appearing: 4  
Save As: NM  
Morale: 6 (8)  
TT: (P)  
Alignment: Chaotic  
XPValue: 5

### Kobold Bodyguards

Armor Class: 7  
Hit Dice: 1+1 (9 hp)  
Move 90' (30')  
Attacks: 1 club  
Damage: 1d4  
No. Appearing: Varies  
Save As: NM  
Morale: 6 (8)  
TT: (P)  
Alignment: Chaotic  
XPValue: 15

### Ghouls

Armor Class: 6  
Hit Dice: 2\* (15 hp)  
Move 90' (30')  
Attacks: 2 claws/1 bite  
Damage: 1-3/1-3+  
paralysis  
No. Appearing: 2  
Save As: F:2  
Morale: 9  
TT: B  
Alignment: Chaotic  
XPValue: 35

Most doors are relatively recent additions: normal doors are of planked oak. Due to the damp conditions of the dungeon, the doors have swollen in their frames, requiring STR check at +1 to open. Unless otherwise noted, doors are unlocked. Locked doors require a combined Strength of 30 to force open.

### *Individual rooms encounters and notes*

#### **22: Gygar's Statue**

The stairs leading up to area 13 are choked with rubble and debris from the floor above.

The statue of Gygar hides a valuable treasure. At its base is a small inscription that reads "The Orb is the Key." Its arms and hands are perfectly weighted so that if the stone sphere from area 37 is placed in its grasp, the arms lower, as does a section of its chest, revealing a hollow cavity containing an ancient +1 *longsword* wrapped in oilcloth. Also inside is a scroll of *invisibility*.

#### **23: Crypt**

A pair of ghouls lair in this ancient crypt, eating an unlucky kobold. The ghouls attack any who disturb their meal.

A search of the room reveals a small silk bag

containing 30gp in one of the sarcophagi. A silver pin worth 50gp is buried under old bones and webbing.

#### **24: Guard Post**

This chamber is one of a number of guard chambers manned by the kobolds to protect their lair and chieftain.

Along with the four kobolds in this room, there are also two kobold bodyguards. If the heroes enter the room from the west, the kobolds hide behind the table and use it for cover while attacking with slings before engaging in melee. If the heroes enter from another direction, they can easily surprise the kobolds (who have their attention on the western doorway).

#### **25: Well**

The well descends 20 feet before ending in a pool of clear water. The rope dangling into the well has a bucket attached to the other end of it. The water is safe to drink.

#### **26: Kobold Barracks**

This room is one of the barracks for the kobold tribe. Since the kobolds sleep in shifts, this room is always occupied. When the heroes enter, two of the kobolds are playing dice in the middle, while the other four are sound asleep. With a shriek, the gaming kobolds draw their weapons and attack, waking the other four.

One of the kobolds found a *bag of devouring* during his exploration. Currently all that remains inside is 3 gp and a small amber gemstone worth 100 gp.

## 27: Audience Chamber

The kobold chieftain is more than likely aware of the heroes long before they reach this chamber, and thus he is unsurprised. As such, he has a pair of kobold bodyguards and four other kobolds here to protect him.

If it looks like the chieftain's bodyguards will fall, he will sound his horn, drawing all the kobolds to the audience chamber. The kobolds (small opponents) will be able to surround the heroes in groups of 4 without tripping each other up. Per Bargle's orders, they will attempt to subdue and capture their opponents. Thus all damage inflicted is considered "subdual" and a PC at 0 hp is unconscious but in no danger of dying. PCs knocked out by the kobolds will awaken in one of the cells in Mistamere Dungeon Level 2.

The Chieftain wears enchanted armor (leather +1) and wields a bejeweled short sword worth 50 gp (after any combat, it deals 1d6- 1 points of damage, as the decorative weapon's blade wasn't meant to keep an edge). The silver bone necklace is worth 150 gp. In a belt pouch, the chieftain carries a gold key (10 gpv) which unlocks the door to Room 29. The throne is covered in what appear to be tiny jewels. Most are worthless bits of glass, but two are actually topazes worth 500 gp apiece.

## 28: Closet

The door to this chamber is not locked, but the edges are stuffed with bits of cloth. Listening at the door reveals a faint singing sound from the other side. Once the padding is removed, the singing is automatically heard. This chamber contains a magical urn that the kobold chieftain found too irritating to keep.

Inside this small room is a silver urn that continuously sings and old elven lullaby. The urn is worth 200 gp, but anyone carrying it is unable to move silently or hide. The urn has the ability to put

### Kobold Chieftain

Armor Class: 6  
Hit Dice: 2 (16 hp)  
Move 90' (30")  
Attacks: 1  
Damage: 1d6  
(shortsword)  
No. Appearing: 1  
Save As: F:1  
Morale: 8  
Alignment: Chaotic  
XPValue: 25

the stature in area 43 to sleep. A *dispel magic* effect causes the urn to cease singing for 1d4 rounds.

## 29: Kobold Chieftain's Bedchamber

The door to this room is locked. The gold key possessed by the chieftain opens this door.

This small chamber contains a simple bed and a stout wooden chest.

This is the bedchamber of the kobold chieftain. Although he rarely uses it for sleep, he does keep some valuable treasure in his chest, protected by a trap. A search of the room uncovers a copper key hidden under the bed. This key opens the chest without setting off the trap.

Trap: Anyone attempting to open the chest without the key is stuck by a poisoned needle that springs from the lid for 1d6 points of Strength damage. (It returns after 1 full day of rest) A Saving Throw vs. Poison cuts the damage in half.

Inside the chest are 800 sp, 150 gp, a small emerald-studded silver bracelet worth 500 gp, and a ivory wand of *detect magic* (42 charges). There is also a note from Bargle ordering the chieftain to be on the lookout for adventurers and to subdue them rather than preparing them for supper.

## 30: Guard Room

This chamber is identical to room 24, except that one of the kobold bodyguards carries a potion of *gaseous form*. He does not know the function of the potion, and dares not drink it.

## 31: Kitchen

This is the kitchen for the tribe of kobolds. There are few provisions here, with the tribe instead relying on what food their scouts on the surface can find. The rusted pots and pans in this chamber are of little value.

A pair of kobolds tends the fire in this chamber, preparing meals for the rest of the tribe. While one wields a long cooking knife (d4-1 damage), the other grabs the hot spit off the fire (treat as a torch). The kobolds charge any intruders.

### 32: Mess Hall

This chamber is the mess hall, used by the kobolds to eat their meals. The floor in this room is covered in greasy, rotting leftovers: Acrobatics and other such skills are penalized by -2.

Eight kobolds are having a meal in this chamber when the heroes arrive. They start the combat by throwing their food platters at the intruders (1d2 damage) before reaching for their clubs to attack.

One of the tarnished sets of silverware is actually made of pure silver, and is worth 20 gp.

### 33: Kobold Barracks

This chamber is identical to area 26, except that there are only two bunks instead of three. Directly south of this chamber is a set of stairs which descend to the second level of the dungeons, area 57.

Two ordinary kobolds are resting here, along with a pair of bodyguards who are busy playing a game involving a rat, an apple core, and a pair of sticks.

The wager between the kobolds amounts to 27 gp and a piece of blue quartz worth 10 gp

### 34: Warning

This room is used as a garbage pit for the kobolds. Any character who spends more than one round in this room must make a Save vs. Poison or be sickened for 1d4 minutes. The writing on the wall is in the kobold's runic scrawl, and reads "Blister bugs this way -- keep out!"

While the southern door is not locked, it leads only to a small chamber and another door. *That* door is locked.

### 35: Pillaged Statue

A pair of oil beetles reside in this room, and move to attack any who enter. These 3-foot-long red-and-black beetles bear strange tubelike stalks on their backs and large, snapping mandibles.

### 36: Trap Room

Three doors lead out of this chamber to the north, east and west. In front of the western door are the smeared remains of

some gigantic bug, its carcass outlined in a dark stain of some sort of oil.

Directly in front of the western door is a stone piston trap(2d6 damage) triggered by anyone attempting to open the door (which swings inward to area 37). A Save vs. Death Ray halves the damage.

### 37: Beetle lair

This is the primary lair of the oil beetles. Four of them are in this chamber at all times, keeping watch over a cluster of eggs in the corner. They attack any who enter the room.

The stone chest must be unburied before it can be opened. This requires a total of five minutes worth of work without tools (half that with them); Inside is 500 gp, a stone orb (used to open the statue in area 22), and a pair of boots of elvenkind.

### 38: Gallery

The tapestry, cleaned up, could be worth up to 200 gp to a collector. It weighs 50 lbs.

### 39: Beetle Chamber

The statue in the southwest corner is similar to that in area 22, but its contents were looted long ago. The top half of the statue lies in ruins about its base. The stone orb used to open it is nowhere to be found.

The stairs in this room lead up to area 16 in the ruins above.

A pair of oil beetles attack anyone who enters this room.

### 40: Pit Trap

The entire room is one gigantic pit trap, placed here by the kobolds to keep the vermin to the north out of their area. Any creature walking through the center of the chamber hears a distinct "clack!" and feels the floor give a jolt. This is followed by a regular ticking sound.

The pit is timed to open 20 seconds after it is triggered, giving the intended victim time to reach the center of the room. Have the PCs roll for individual initiative vs. the trap. Those who score higher have one action to attempt escape (running,

#### Oil Beetle

Armor Class: 3  
Hit Dice: 3+1 (22 hp)  
Move 150' (50")  
Attacks: 1 bite  
Damage: 2d6  
No. Appearing: 1-6 (2-8)  
Save As: F:2  
Morale: 9  
TT: U  
Alignment: Neutral  
XPValue: 50

Oil beetles can spray opponents with an oil which raises painful blisters on a successful hit. PCs suffer -2 to hit rolls until the blisters are either *cured* magically, or until 24 hours have passed.

jumping, etc. Those who dilly-dally or lose initiative to the pit take a 20' fall.

The bottom of the pit is lined with remains of several beetles, as well as a kobold skeleton with a wooden *shield+1* strapped to its (broken) arm.

#### 41: Stairs

A single set of stairs descends from this chamber to the second level of the dungeon, ending just north of area 55.

#### 42: Gelatinous Cube

**Creature:** A gelatinous cube lairs here. The coins are actually suspended inside of it, and anyone attempting to grab them without noticing the cube is automatically engulfed.

Once the cube is slain, 18 gp and 12 sp can be recovered from within the glop.

##### Gelatinous Cube

Armor Class: 8  
Hit Dice: 4\* (27 hp)  
Move 60' (20')  
Attacks: 1  
Damage: 2d4 + special  
No. Appearing: 1  
Save As: F:2  
Morale: 12  
TT: (V)  
Alignment: Neutral  
XPValue: 125

Surprises on 1-4/6.  
Successful hit paralyzes a victim for 2-8 turns unless Save vs. Paralysis is made. Cubes may be harmed by fire and weapons, but not cold or lightning.

#### 43: Hidden Treasury

The door leading into this chamber is well hidden, only found on a 1 in d6.

*With a low grinding noise, the ancient stone door slides open, revealing a passage choked with dust and cobwebs, clearly unused for a very long time.*

PCs making Intelligence checks will see a number of dots and lines carved into the wall just inside the door.

The chamber at the end of the hallway contains one of Gygar's hidden treasuries, left untouched all these years. His riches were not left unprotected.

**Trap:** The statue of Gygar standing in the chamber is actually a magical trap that can only be deactivated by playing the tune inscribed on the wall. This tune requires a PC to make an Entertainment or Musical Instrument check. Alternatively, the urn from area 28 sings the same tune and makes the check

automatically. If the correct tune is played, the statue is deactivated for 1d4 turns.

If an incorrect tune is played, or no music at all, the statue attacks the closest intruder with fiery rays one round after they enter the room (2d6 fire damage, Save vs. Death Ray for half damage). The statue continues to fire one ray each round until the correct melody is played or the intruders leave the room.

Both iron chests in this room are locked and bolted to the floor. One chest contains ancient leather bags full of coins, one with 1000 cp, two with 100 sp, two with 100 gp, and one with 50 pp. The other chest contains a small +1 *chain shirt*, 2 potions of *cure light wounds*, a scroll of *Fireball*, and a scroll of *Protection from Evil*.

#### 44: Spider Den

The webs in this chamber hamper movement. Anyone wishing to move through them must make a Strength check. Success allows the character to move at half speed. The spiders can move freely through the webs.

This room is home to 3 giant spiders. While they normally hunt the kobolds and beetles, they are always on the lookout for new additions to the menu. They attack anyone who enters this chamber, and are drawn to investigate any disturbances in the hallway.

##### Giant Spider

Armor Class: 7  
Hit Dice: 2\* (12 hp)  
Move 120' (40')  
Attacks: 1 bite  
Damage: 1d8+poison\*  
No. Appearing: 1  
Save As: F:1  
Morale: 7  
TT: U  
Alignment: Neutral  
XPValue: 25

\* weak poison, Saving Throw at +2

#### 45: Spider's Larder

This is where the spiders store their meals, allowing them to ripen until they are ready to be eaten. Fine silk strands lead from this room to area 44, alerting the spiders to intruders here if the webbing is disturbed.

A search of the cocoons reveals a pair of small belt pouches on one victim. One pouch contains 22 cp, while the other contains 4 cp and a tiny green quartz worth 10 gp.

#### 46: Dead Explorer

Eighteen years ago, an elf explorer fell victim to one of the dangers of the dungeon, stumbling all the way here before he perished. Written in elven on the wall above the adventurer is the phrase: "Beware yellow mold."

While most of his gear has rotted away, his masterwork longsword and spellbook still remain. The spellbook contains *detect magic*, *magic missile*, and *sleep*.

#### 47: Alcove

A crystal statue stands in this alcove, bearing a striking resemblance to Bargle, glowering at any who would pass it to reach the stairs leading down.

#### 48: Rat Den

A host of giant rats nest in this chamber, scavenging from the kobolds for food. They rush out to attack if the nest is disturbed in any way.

##### Giant Rats (4)

Hidden among the nesting material is a finely crafted masterwork cold iron longsword.

#### Giant Rats

Armor Class: 7  
 Hit Dice: 1/2 (4 hp)  
 Move 60' (20')  
 Attacks: 1 bite  
 Damage: 1-3+disease  
 No. Appearing: 4  
 Save As: NM  
 Morale: 8  
 TT: C  
 Alignment: Neutral  
 XPValue: 5

Each rat has a 1 in 20 chance of being diseased. Victim must make a Saving Throw vs. Poison or become bedridden with fever after 1d4 days. PCs will be unable to adventure for 1 month, unless the disease is cured magically.

### The Eyes of Traldar

Legends of magical stones abound in Karameikos, and nearly all of them tell of the fabled Eyes of Traldar: gems of great and terrible power, used against the Beast Men in the last days of Halav's reign.

One legend, said to be old even in Halav's time, tells of a dark stone of great power, the keystone in the defenses of Palace of the Silver Princess. So powerful was it that Arik of the Hundred Eyes sought to add the its magic to his own, laying siege to the palace. Village by village, he laid waste to the Silver Princess' lands, demanding that she give up the stone. The princess refused, and was said to have unleashed the full power of the guardian stone upon the demon-king, sealing him away in stone at the cost of her own life as well.

Another legend tells of the sage Elyas, who used a shining black gem to seal away the Dreadwitches of Dymrak before they could petrify the entire forest.

Could these both be the work of the fabled Black Opal Eye of Traldar? Is it the same stone, or is there more than one Black Opal Eye? Is it related at all to the Fire Opal Eye, said to be able to part the veil of time and allow glimpses of the future? Or is it the work of storytellers too lazy to think up original material?

Some scholars claim that the Palace of the Silver Princess is not a legend, but is a real place. Some would place it in the mountains above Haven Lake. A more recent and compelling theory has come to light that the ruins north of Threshold are what's left of the palace, and the mage-king Gygar is either Argenta's father or grandfather, or is descended from her line....

**49: Guard Station**

A steady “tok-tok-tok” sound of wood against stone drifts up from the stairwell. An ogre sits in this room, rolling a wooden ball against the far wall.

**50: Ogre Den**

A buzzing of flies fills the air here, punctuated by loud, rumbling snores. The air reeks of blood and strong beer. Two ogres sleep at the great table here, heads cradled on their arms, amidst the remains of mostly-eaten boar.

**51, 52: Cells**

Crude straw pallets and chains affixed to the walls and floors are the only adornments of these chambers.

**53: Tapestry Trap**

A tapestry depicting a robed figure standing over a flame-filled landscape adorns the far wall.

**54: Collapsed Altar**

This room is only partially dug out, and is choked with loose rock and debris.

**55: Guard Station**

An ogre lurks here, standing stiffly at attention.

**56: Defunct Blade Trap**

Long, rusted blades sprout from a pillar in the center of this room.

**57: Ruined Archives**

A rubble-clogged fireplace stands against one wall of the room. Torn parchments and papers tucked between covers of time-worn leather litter the floor.

**58: Ruined Pit Trap**

One corner of the chamber is shored up with timbers, one of which has been extended over a pit that gapes in the center of this room.

**59: Statuary**

Shadowy figures huddle in the alcoves of this long hall. Rather than plain gray stone, the floor is dressed in alternating black and white marble.

**60: Chamber of Doors**

A dusty voice echoes from the corners of this room.

**61: Barracks**

Rows of bunks line this room. Four suits of armor lay on bottom bunks.

**62: Bargle's Quarters (door is magically held)**

A bed dressed in fine silken sheets, a polished night table, and an iron chest are here.

**63: Lab and Library**

Shelves of books line the walls. Long tables piled with more books clutter this room. A tangle of glass tubing can be seen poking from behind another stack of books.

**64: Storage and Kobold Tunnel**

## Mistamere Dungeons, Second Level

*General conditions:* The second level of the dungeons is completely dark. Heroes will need to bring their own light sources. Kobolds escorting any of their “prisoners” to and fro will carry lanterns, making surprise virtually nonexistent for such encounters. The same for the heroes if they carry a light source: it will be nearly impossible for them to surprise the kobolds.

Parts of the second level have collapsed, and Bargle has kobolds working to clear the corridors. As such, the corridors are littered with rubble, and braced every ten feet with wooden frames. While the mining work isn’t as pretty as Dwarven work, the kobold efforts are just as stable.

Most doors are relatively recent additions: normal doors are of planked oak. Due to the damp conditions of the dungeon, the doors have swollen in their frames and will need to be forced, opening on a 5 or 6 on d6 . Unless otherwise noted, doors are unlocked.

### *Individual rooms encounters and notes*

#### **49: Guard Post**

The stairs lead up to area 47. If the heroes do not make attempts to be quiet or if there is fighting near the stairs, the ogre will be on guard.

#### **50: Ogre’s Den**

The three ogres here are drunk, and must make Saving Throws vs. Poison to be awakened by any sounds of battle from area 49. All of their actions are at a -2 penalty due to their condition.

The far corner of the room contains a crude cooking fireplace, over which sits a huge kettle, which holds the remains of some sort of stew. A pile of bones sits in another corner. Heroes investigating the pile find mostly boar and cattle bones, but they find kobold bones in the jumble as well.

If the PCs have the stomach to pick through the remains on the table, they can find 2d6 gold pieces and another 2d12 silvers. Hanging around one of the ogre’s necks is a rusty iron key that unlocks the cells to the south. If the ogres are still asleep, the key can be seen dangling from its metal chain.

If the PCs have been captured, their gear is piled in another corner of the room.

#### **Ogre**

Armor Class: 5

Hit Dice: 4+1 (30 hp)

Move 90’ (30’)

Attacks: 1 club

Damage: 1d6+2

No. Appearing: 1

Save As: F:4

Morale: 10

TT: (S x10)

Alignment: Chaotic

XPValue: 125

#### **51: Cell**

The iron doors are locked (requiring the key on one of the ogres). Once unlocked, it takes a Strength check at +1 to get the heavy doors open.

The light of a single fitful candle brightens this room, revealing several straw pallets and half a dozen sets of chains bolted along the floor. One of the girls huddles in the far corner, heavy iron manacles around her ankles.

She urges the PCs not to disturb the locks on her bonds, as they have been enchanted to emit a painful whistle (equal to that of a shrieker) if tampered with. The ogres have been instructed to cook up the offending girl in a stew if she tries to escape.

#### **52: Cell**

Cell 52 is identical to the other cell, save that it has a loose stone along the back wall. A crawlspace large enough for a halfling, kobold (or small girl) leads to a similar loose stone along the statuary corridor. Jasna used this route to escape.

If the PCs are captured by the kobolds, they are deposited in this cell. If they are having trouble escaping on their own, Jasna will arrive through the secret passage to lend aid (for a price). She has filched several candles to provide light, and can attempt to pick the locks of the manacles (using the tools of the party’s thief, (stored in area 50) or will give said tools back to their rightful owner.) Failure in picking the manacle’s locks brings the painful shrieking alarm, but

also gets the door to open when the ogre comes to investigate.

### 53: Tapestry Trap

The tapestry is a magical trap. If it is disturbed by anyone not in possession of one of Bargle's pendants, the depiction of the wizard steps from the folds of the tapestry and attacks. It is one of Bargle's Crystal Statues.

### 54: Buried Altar

The remains of a black stone altar can be seen poking from beneath the rubble. Though the timbers creak and groan, they do not collapse unless the heroes somehow tamper with them.

### 55: Guard Post

The ogre here will engage anybody not wearing one of Bargle's pendants.

### 56: Sprung Blade Trap

The trap is broken and harmless, though if the heroes insist on testing how sharp the blades still are.....

### 57: Half-buried Archives

This chamber was once Gygar's library. Bargle has kobolds clearing the debris away, and has issued strict instructions that they are to gather up any papers or books they find.

The papers are written in Gygar's own coded script, and require months of study to decipher. Combining the information buried here with that which Bargle has already uncovered reveals that Gygar was piecing together bits and pieces of Nithian and Hutaakan history from what little remained after the Immortal's *Spell of Oblivion*.

### 58: The Pit

The center of the room is a yawning pit, from which foul air wafts. The timber wobbles, requiring Dexterity or Acrobatics checks. A hero steadying the beam can provide a -1 bonus per side of the beam so secured.

A rope disappears into the pit, dangling from a spike driven into the floor along one side. Heroes drawing up the rope (or descending it) find the end after 30 feet is damp and appears to have been recently chewed. The pit continues to descend another 30 feet.

#### Crystal Statue

Armor Class: 4  
Hit Dice: 3 (20 hp)  
Move 90' (30')  
Attacks: 2  
Damage: 1d6/1d6  
No. Appearing: 1  
Save As: F:3  
Morale: 11  
TT: Nil  
Alignment: Lawful  
XPValue: 35

#### Ogre

Armor Class: 5  
Hit Dice: 4+1 (30 hp)  
Move 90' (30')  
Attacks: 1 club  
Damage: 1d6+2  
No. Appearing: 1  
Save As: F:4  
Morale: 10  
TT: (S x10)  
Alignment: Chaotic  
XPValue: 125

### 59: Statuary

This corridor is illuminated at each corner by a fitful, flickering blue light. A buzzing crackle can also be heard. The hair on PCs arms stand up, as well.

Six statues line this hall, three to a side. Four of them are carved to appear as Bargle, hands raised as if casting a spell, sputtering blue-white balls of energy dancing between outspread fingers. Two others are stone likenesses of girls, each carved as if she were regarding something cupped in her hands with surprise.

If Jasna is here, she warns the heroes not to touch any of the statues, and to walk a specific pattern along the checkered flooring: From west to east, the PCs must only step on the white tiles. From east to west, the PCs must only step on the black tiles..

Touching a statue or stepping on an incorrect tile triggers the nearest statue to release its static charge. If the PC happens to be directly between two statues, both of them discharge. The jolt does 1d6 points of electrical damage. It takes two rounds for

the statue to build up another charge.

### 60: Chamber of Doors

The dusty voice speaks the following rhyme:

*Five doors, and one chance I'll give:*

*One to fortune and glory.*

*One to trouble and worry.*

*One to respite and slumber.*

*One to agonies unnumbered.*

*The last needs hardly a clue,*

*Behind you, the only certainty to live.*

Only one door can be opened at a time. Attempts to open more than one door fail, as if both were securely locked.

Each door reveals a closet-like space. The inner door only opens once the outer door is closed, revealing either the continuing corridor or springing the room's trap.

A PC in the southeastern room is teleported to Room 58, above the pit. A Acrobatics check or Dexterity check at +2 the PC to grab the beam across the pit to avoid the 60 foot fall.

A hero in the southwestern room is doused with green slime.

### 61: Barracks

The four suits of armor are laid out as if the knights were asleep, swords clutched in both hands, the blades between armored feet. The suits appear inanimate. Lifting the visors confirms that they are empty (save dust and some rust), though they *detect* as highly magical.

The suits do nothing until a hero opens the door to Bargle's quarters, at which point they clatter to their feet, raising swords. (See stats, next page)

### 62: Bargle's Quarters

The door to this room is locked and *held*, and requires both the key and Bargle's command word to open it.

The overstuffed feather bed is decked out in expensive silken sheets and pillows. A distinct lump showing through the thick comforter indicates that it is occupied.

One of the girls is asleep here, bound by the enchantment from the trapped bed in the castle's upper works. She will awaken in another few hours.

Some of Bargle's treasure is locked in the iron chest on the other side of the room. The *wizard locked* chest contains a small sack of 50 pp, another sack of 500 gp. A small cloth pouch holds three pearls (each worth 300 gp). Another rough-cut opal is wrapped in a white cloth and securely tied with twine, the knots soldered over.

### Green Slime

Armor Class: Always hit

Hit Dice: 2\* (12 hp)

Move 3' (1')

Attacks: 1

Damage: Special

No. Appearing: 1

Save As: NM

Morale: 12

TT: (P+S) B

Alignment: Neutral

XPValue: 5

Green slime sticks to flesh and begins to turning it into green slime. It must be burnt or frozen off, dealing 1/2 damage to the victim. Slime takes one round dissolve cloth or leather. It takes 6 rounds to eat through wood or metal.

The victim is turned to green slime 1d4 rounds after the first minute of direct contact.

### 63: Lab and Library

This room is paneled in shelving, most of which are stuffed with scrolls, stacks of parchments, and books of various sizes, ages, and states of repair.

Four long tables line the central part of the room, two stacked high with more books, another serving as an alchemical lab. A tangle of metal and glass tubing runs from beaker to jar. A glass container of something green-blue bubbles over a low burner, putting out puffs of aqua colored steam. A small copper cauldron bubbles over another burner, the contents of it a sickly greenish-gray.

Bargle leans over the last table, the surface of which is lined with page after page of heavily age-stained parchment, the corners held down by ingots of silver. One corner of the table contains a large brass-bound tome which looks of very recent make. It is Bargle's extensive notes on the Song of Halav and the artifacts known as the Eyes of Traldar.

Standing before the table is another dark stone statue, much like the two in the hallway, of a girl staring at something in her cupped hands, her surprised features carved with extraordinary precision.

Bargle shakes his head, and crosses out another line in his book.

"Little wench best not sleep too much longer," he mutters, the words carrying in the vaulted chamber.

Two ogres hulk nearby, and they notice any intruders before Bargle does:

"Boss," one of the ogres says.

"Not now," the wizard snaps. "I'm busy."

"But boss--" the other ogre says.

"If the next one doesn't work out, and doesn't turn to stone like the rest, you can do what you want with her, all right?" the robed man snaps.

"Gee, thanks, Boss. But... uh..."

The bearded man finally looks up from the pages spread out before him. An oily smile creeps across his lips, and his dark eyes flash with... is it glee? Madness?

"I see we have company," he says.

Bargle already has himself *shielded*, and he targets other magic users with his Magic Missile. If there are no other magic users in the party, then he uses that spell on the most powerful looking warrior. He makes

sure to keep the ogres between him and the PCs.

#### 64: Supply closet and kobold tunnel

This room is lined with more shelves, but these hold row upon row of jars, vials, and containers of alchemical ingredients, each labeled in a cramped but clearly legible hand.

Almost the entire rear wall has been caved in, and a jaggedly-cut tunnel slopes steeply into darkness.

Bargle shuts himself in here if he is losing, pushing several chests in front of the door to slow the heroes (+1 to their Strength check to force the door open) as he makes his escape through the kobold's tunnel.

The tunnel leads to a warren of kobold caves, where the rest of the kobold clan lives. Heroes would be ill advised to tread there.

#### Minor Armor Golem

Armor Class: 5  
Hit Dice: 2 (12 hp)  
Move 60' (20')  
Attacks: 1  
Damage: 1d8  
No. Appearing: 1  
Save As: F:1  
Morale: 12  
TT: Nil  
Alignment: Neutral  
XPValue: 20

#### Endgame

Bargle should give the heroes a good fight. But he is not stupid, and will not fight to the death. If he is losing, and cannot escape, he will surrender. (Not that he won't attempt to escape at a later time...)

If captured, he reveals nothing the heroes would not have already figured out on their own.

When asked to return the girls to normal, he scowls, and asks the heroes what it was they *thought* he was doing. Now, if they would only release him, so he could continue his research...

The adventure continues in

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## Section 2: The Old Caves

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#### Bargle the Infamous

7th Level Magic User

AC 7 (Unarmored + dex) or 4/2 vs. missiles (*Shield* spell)

**Str 9 Int 18 Wis 9 Dex 17 Con 10 Cha 15**

HD 7 hp 16 Move 120' (40') # Att: 1 *dagger +1* Dmg: 1d4+1 Save: MU:7

**Languages:** Thyatian, Traladaran, Bugbear, Goblin

**General skills:** Knowledge: Karameikos (I), Knowledge: Karameikos Society (I), Knowledge: Humanoid Tribes (I), Riding (D), Tracking (I), Survival: Forests (I), Knowledge: Traladaran Legends (I), Persuasion +1(Ch+1), Bargaining (Ch)

**Spells Memorized:** First Level -- *Charm Person, Magic Missile, Shield* (already cast); Second Level-- *Invisibility, Mirror Image*; Third Level-- *Hold Person, Clairvoyance*; Fourth Level-- *Charm Monster*  
*Ring of Spell Storing: Magic Missile, Phantasmal Force, Web, Wizard Lock*

**Treasure:** Bargle carries 6d6 gp, 2d12 sp, a handful of coppers, a silvered *dagger +1*, a *Ring of Spell Storing*, and the *Black Opal Eye of Traladar*.

## Section 2: The Old Caves

The foothills of the Black Peaks are riddled with caves, some natural, some carved out by goblins or gnomes who lived in the area in ages past. Tavern stories tell of adventurers who brave the dark and deep places beneath the mountains. Some of them come back with the wealth of kings; others do not come back at all.

None of the tales agree on just what lies in the caves. Some say goblins still lair there. Some say there are old crypts, older even than Gygar's fortress, or that the treasures of Halav or the beastman king have been secreted away, just waiting for adventurers to stumble across them again.

The baron wishes you to confirm whether or not any of the townsfolk are being held in the caves, who is holding them, and why.

When the PCs return to Tarnskeep from the ruins of Mistamere, the Baron begins researching a cure for the girls' condition. With the coming of the next dawn, the PCs receive a summons from one of the baron's men.

The baron looks as if he has not slept a wink, and informs the PCs that while his research is going well and looks promising, that another problem has arisen: the adventurers dispatched to the Old Caves have not returned, and he fears the worst.

Have any of the first expedition survived? That is up to the DM. They could be captive by the goblins in the caves above. They could be held by the hobgoblins in the catacombs below, or, if the undead skulking the corridors are not tough enough, they PCs could meet the adventurers turned undead at the hands of the Nithian curse...

### Overview of the Old Caves

Dozens of cave systems dot the section of the arm of the Black Peaks that curls around Threshold's valley. Usually, townfolk refer to a long-forgotten temple complex when they speak of the "Old Caves." Many youngsters from Threshold brave those corridors and chambers as a test of courage -- whether it be a dare from friends or rivals or the price of a kiss from a suitor.

Baron Halaran had the complex's two entrances bricked over when Aleena barely escaped from a pack of ghouls in her younger years.

While not as populated as the so-called "Caves of Chaos" in the Altan Tepes, there are plenty of other caves and caverns dotting the Black Peaks, and more are populated than abandoned...

### Getting to the Caves

There are no roads to the caves. The Market Road meanders west among the farmsteads, but only gets the PCs about two and a half miles from the walls of Threshold.

It takes approximately 3 hours to reach the stretch of caves closest to ground level, whether the PCs take the route through the hills or over the Blackstone Heath.

The DM should check for encounters once while the PCs are heading through the hills or the heath, twice as they make their way through the Black Woods, rolling on the following table:

d8	Heath	Hills	Woods
1	Adventurers	2d6 Brigands	2d6 Brigands
2	NPC (Kimber)	3d4 Goblins	Adventurers
3	2d6 Brigands	d4 Gnomes	NPC (Brand)
4	Displacer Beast	1 Great Cat	Insect Swarm
5	d4 Wolves	d6 Dwarves	Dryad
6	Herd	Adventurers	2d4 Giant Ants
7	d6 Dwarves	1d6 Wolves	Treant
8	Great Cat	2d4 Giant Ants	1 Dire Wolf

### Encounter Notes: Wandering Monsters

- **Adventurers** and **Brigands** are only encountered once. The Brigands are mercenaries hired by Bargle to keep adventurers away from the caves. The Adventurers are a party of NPCs of similar makeup to the PCs. They could be on their way back from the caves, in bad shape and in need of healing. They could be engaged in battle with the group of Brigands, and in need of assistance from the PCs. Alternately, if the PCs are having a hard time with an encounter, the Adventurers could arrive to lend a hand.

- The **dryad** attempts to drive the PCs off, thinking they are more brigands. She is sheltering one of the girls who escaped.

- The **dwarves**, are from Highforge. They have been tracking a band of goblins, which they caught fleeing from a burning farmstead.

- The **goblins**-- soot-stained and reeking of smoke (even over their normal stench)-- are in possession of a very large sack, which takes three of their number to carry. Inside the sack is a human girl, fair of hair and eyes. The goblins are arguing whether to eat her or turn her over for "the bounty."

- The **gnomes** are a surveying party from Highforge, scouting the hills for possible mineral content. They are completely oblivious to anything except their work.

- The largest of the **giant ants** encountered has a flower-shaped pendant on a slim silver chain tangled up in its mandibles.

- The **herd** could be sheep or cattle, roaming untended. Where has their shepherd gone? The branding on the cattle (or owner's mark on the sheep's collar) leads back to the burnt-out farmstead. This encounter could be followed by wolves or the displacer beast looking for a quick snack. The PCs may have to make skill/ability rolls to avoid being overrun as the herd begins to stampede.

- **NPCs: Brand** is a druid(4) from the circle near Radlebb. He investigates rumors that some of the trees in the woods are not what they seem. (See Expert Set, page 40) He could lend aid if the PCs are having trouble with an encounter, but will not join them in their search of the caves.

### Optional Side Encounter A:

#### The Littau Farm

The smudge of dark smoke in the air can be traced to the burnt-out remains of a farmstead. Two of the three cottages have burned down, as has the stable and barn. The fires have been extinguished, but hot spots still smolder.

The open area between the buildings is littered with goblin bodies. Spots of blood lead away from the small battlefield, leading up to the door of the only remaining cottage. The door is locked and barred from the inside.

Lars and Vivia Littau, Vivia's sister Alva and her husband Bors shelter in the cottage, along with the Littau's younger daughter Igraine (7) and Bors and Alva's son Pol (15). Both men bear scratches and bruises, and Bors' arm is heavily wrapped and in a sling.

Once the PCs can convince the family inside that they mean no harm, they can learn of the nighttime attack and fire in the stables. By the time the families had awakened, the fire had spread to the barn and sheep's pens. Had the girls not screamed, the men never would have known the goblins were there.

Bors managed to snatch Ydris back from the retreating goblins, but the others made off with Magda. They seemed to be headed west, into the Black Woods.

If the PCs search the goblins, they find that they carry 2d6 silver, 1d6 electrum and 1d4 gold coins. One of the goblins bears a carefully folded charcoal sketch of a girl with shoulder-length hair, holding a large round black orb in her hands. PCs succeeding in a Knowledge: Local History check will most likely recognize it as a crude representation of a background figure from a well-known tapestry depicting Halav's clash with the Beast Man King.

If the PCs do not think to check the bodies, Pol produces the parchment, almost as an afterthought, catching the PCs before they leave the farmstead.

- **Kimber** is a "wild girl" living in one of the more secluded caves. The tall, willowy girl wears an *elven cloak* over her rough-spun tunic and leggings, and will observe the PCs before revealing herself. Distrustful of strangers, especially those in armor, she asks if the PCs are affiliated with "those others in the metal shirts." Does she refer to other adventurers? The brigands? Something of a witch (MU 3, L1: *Shield, Sleep* L2: *Locate Object.* ), she may aid the PCs if they are having trouble with another encounter. The long staff she uses is actually a *snake staff*.



The goblins left a trail even a blind gutter-gnome could follow -- the PCs won't need to make any skill checks. The tracks lead in a fairly straight line through the Black Woods, heading slightly north of west, past the bricked-up temple entrances. The tracks then follow a goat track, meandering up a hillside to a cave mouth freshly cleared of boulders and debris from an ancient landslide.

## Old Caves, Goblin Lair

*General conditions:* The front of the caves are natural, unworked stone. Only rooms 5, 8, and 11 bear signs of construction. Dwarves, or PCs with the Profession: Mining skill can tell that it was done a very long time ago with easily-blunted bronze tools.

The caves echo, and PCs can hear skitterings and movement in adjacent caves. Sounds of battle will carry up to two caves away, bringing any inhabitants to investigate. The notable exception is the goblin camp in Room 7: their jabber and bustle is a constant background noise heard throughout all the caves.

### 1: Cave Entrance

Three openings lead north, west, and south from this sandy-floored cave. A rumbling whistling and clank of iron can be heard from the north.

### 2: South Gallery

This cavern is roughly rounded. A broad sheet of stone separates a smaller cavelet to the south.

### 3: Long Cave

An uneasy sense of openness stretches all around. A distant chittering sound is curiously muffled.

### 4: Pillars

Two great pillars seem to hold up the ceiling of this rounded cavern. A pool of still water nestles between the pillars.

### 5: South Construction

This room is only partially dug out, and is choked with loose rock and debris.

### 6: Supply Cache

Crates, barrels, sacks and boxes line the walls. A mass of bones and broken weaponry lie heaped in a smaller alcove.

### 7: Goblin Camp

A pall of smoke hangs about the vast cave's low ceiling. Multiple shadows dance along the walls and floor, cast by a dozen small fires.

### 8: Hall of the Goblin King

Most of this cave has been roughly squared off. Several rugs have been laid on the floor, and a huge pile of furs snores in the corner.

### 9: Cave

A chittering buzz fills this room with echo upon echo. Clusters of dim reddish lights can be seen bobbing to and fro deeper within the cave.

### 10: Wolf Kennel

More shadows dance here, thrown by guttering torches. The sound of snarling and growling echoes ominously.

### 11: North Stairs

This cavern is partially squared-off. Jagged chunks of rock have been piled in and over a great crack in the floor.

## Encounters within the Goblin Lair

**Room 1** is empty, save for the debris blown in over the past few months: dead leaves, branches, and bits of rubble litter the sandy floor.

The opening to the north leads to the owlbear's den. The owlbear has been shackled by the hobgoblins lurking further below the caves, and left as a guard and alarm. There is enough chain extending from the iron spike driven into the floor to allow the owlbear free range within it's section of the cave, but prevent it from reaching beyond. A crude iron grating has been thrown up along the northwestern opening of the cave.

**Owlbear**

Armor Class: 5  
 Hit Dice: 5 (36 hp)  
 Move 120' (40')  
 Attacks: 2 claws/1 bite  
 Damage: 1d8, 1d8/1d3  
 Save As: F:3  
 Morale: 9  
 TT: C  
 Alignment: Neutral  
 XPValue: 175  
 If both claw attacks hit on the same round, the owlbear can hug for an additional 2d8 damage.

**Room 2** appears empty at first glance. Morana Vornov huddles in the small corridor of stone along the cave's south wall. Elves or thieves making their Hear Noise checks will hear a faint scraping and hushed breathing as she tries to huddle deeper in the shadows. She has donned goblin armor, helm and cloak and painted her face with a mixture of mud and bat guano to imitate their coloring. The PCs must roll a Wisdom check

against (below) the girl's Disguise result of 9 or they will mistake her for a goblin.

If asked where she got the disguise, she at first bravely attests that she killed her guard and took it from his still-warm body. Flustered at not being able to come up with details of the encounter, she then admits to simply taking the stuff from the supply cache in Room 6, but warns the PCs that "they better move quick!" She dodged the skeletons' clumsy attacks, and the monsters returned to their 'sleep' when she left the room.

**Room 3's** floor is several inches deep in bat guano. A colony of regular bats roosts along the ceiling, and grows agitated if any light sources are brought into their chamber. Further to the north, a pair of giant bat roosts among its smaller cousins.

**Room 4** is home to a shallow pool of clear water nestled between the room's columns. Rich in minerals, the water is safe to drink. A thoul skulks in the shadows, and demands payment of those who drink from "his" pool.

The thoul rears back and looses a warbling shriek if the heroes refuse payment or move to attack. This cry first brings the swarm of bats from room 3, and in the confusion, three more thouls leap to attack from hiding. All of the thouls wield rusty knives (1d4 damage)

**Thouls(4)**

Armor Class: 6  
 Hit Dice: 3\*\* (17, 15, 8, 7 hp)  
 Move 120' (40')  
 Attacks: 2 claws or 1 weapon  
 Damage: 1d3/1d3 or by weapon  
 Save As: F:3  
 Morale: 10  
 TT: C  
 Alignment: Chaotic  
 XPValue: 65  
 The touch of a thoul will paralyze for 2d4 turns. If damaged, a thoul regenerates 1 hp per round

The thouls' treasure consists of: 400 cp, 100 sp, 300 ep, 3 gems (50gpv garnet, 2x 25 gpv turquoise) 2 jewelry (1100 gpv strand of red pearls 500 gpv gold filigree brooch)

If the heroes appease the thoul, it may entertain a few questions, though it only knows that the goblins have been much more generous with their silver and jewels.

**Room 5** is abandoned. Ancient crude bronze chisels can be found if the PCs wish to sift through the rubble and scree on the floor.

**Room 6** contains a wealth of supplies: sacks of dried peas, beans, corn and oatmeal, crates of dried rations, barrels of oil, ale, and wine. Bales and bundles of cloth (blankets, bedrolls, cloaks) are also tucked in among the supplies. An assortment of wooden shields and iron-banded helms are stacked here. Some longer crates contain weapons: short swords, hammers, maces.

Several bundles of arrows and crossbow quarrels can also be found among the supplies, though no bows.

Disturbing the supplies causes the heaped-up bones to rise up and attack.

Nearly a dozen small cook fires burn along the expanse of **Room 7**. Scores of goblins huddle about them, busy at menial tasks: repairing armor, sharpening swords, sleeping, gambling. The occasional hobgoblin is mixed in among the rabble, usually being kowtowed to by a particularly snivelly goblin (being fed grapes, having its wine poured, its boots polished, etc). The PCs can navigate the room disguised as goblins by donning cloaks and helms from the supply cache and sticking to the deeper shadows around the perimeter of the room. There, they have only a 2 in 6 chance of being stopped by a goblin on watch, as

**Skeletons(10)**

Armor Class: 7  
 Hit Dice: 1 (6 hp)  
 Move 60' (20')  
 Attacks: 1 weapon  
 Damage: 1d6  
 Save As: F:1  
 Morale: 12  
 TT: Nil  
 Alignment: Chaotic  
 XPValue: 10

opposed to a 4 in 6 chance if they should try to cut through the middle of the camps.

If the PCs speak Goblin, they can overhear the following rumors being tossed about the various campfires:

1. The Great Master is not pleased with how slowly the diggers have been uncovering the catacombs below.
2. The Great Master needs more of the 'fair hairs' to continue his research.
3. The Great Master's secret to keeping the ogres in check is to feed them the 'fair hairs.' If we had ogres, we could stamp out the other two tribes...
4. There is much speculation about whether or not the Great Master will appease the Terrible Ones with the blood of the 'fair hairs.' One might be enough of a meal for six goblins, the Terrible Ones' appetite surely would not be satisfied...
5. The hobgoblins chortle that though the Great Master does not pay them much, the delight in watching the goblin diggers falling beneath the claws of the Terrible Ones is priceless
6. The goblin warriors worry that they may soon be handed picks and shovels instead of swords.
7. Was a grand idea the wokan had, pulling down stones to block up the stairs. Too bad about him getting mauled by the Terrible One....
8. The hobgoblins snicker amongst themselves at the tardiness of their replacements. They're not complaining, since it's good to sit among the goblins and be waited on, hand and foot.

Three burly goblins hunker down in the nook just before **Room 8**, drinking from a large cask, throwing dice, laughing as they share rather crude stories amongst themselves in the goblin tongue.

The bodyguards squint at intruders. If the PCs are disguised as goblins, apply a +3 to their reaction roll.

**Room 8** is the goblin king's bedchamber. A closer look at the bedding reveals a large wolf pelt to be among the topmost layers, all of which rise and fall as the king snores beneath them.

Sounds of combat will awaken the goblin king, but if the PCs are quiet (a relative term, as the king sleeps through the carousing of his guards...) they can approach the slumbering king with ease.

What at first appeared to be a wolf pelt turns out to be the king's personal direwolf mount, which leaps to attack any PCs approaching its master. (The wolf gains surprise unless the PCs specifically look over the furs from a distance)

The goblin tribe's treasure is scattered throughout the king's bedding, and takes three turns to accumulate:

600 cp, 300 sp, 127 ep, two gold rings set with garnets (150gpv) and a bejeweled electrum goblet (55 gpv -- it is badly dented)

One of the rugs is spread over a series of boards which in turn cover stairs lining a pit in the floor. The stairs lead down to the Beast Man Catacombs, Area 1.

If the PCs are still in good shape, it is possible to run an alternate encounter here, in which the dire wolf is awake, growling as it circles the carpet which covers the boarded-over stairs. The goblin king is busy throwing things (the goblet, his shoes, etc) at the wolf, yelling at it to be quiet so he can sleep.

"There's nothing under there. We already took care of the Terrible One. It won't bother us any more."

Unfortunately for the goblin king, another of the "Terrible Ones" lurks on the steps below, bursting through the makeshift barricade. The PCs can either flee and leave the goblin king to his fate, or join him in driving the creature off. A "Terrible One" is a beast man zombie, with 2+2 HD. They attack with filth-encrusted claws, for 2d4 points of damage, and a 1 in 20 chance to inflict dire rat's filth fever on a successful hit.

### Goblin Bodyguards (3)

Armor Class: 6  
 Hit Dice: 2 (11, 10, 8 hp)  
 Move 90' (30')  
 Attacks: 1 weapon  
 Damage: 1d6+2  
 Save As: F:4  
 Morale: 9 or 7  
 TT: R  
 Alignment: Chaotic  
 XPValue: 20

### Goblin King

Armor Class: 6  
 Hit Dice: 3 (20 hp)  
 Move 90' (30')  
 Attacks: 1 weapon  
 Damage: 1d8+1 (axe)  
 Save As: F:3  
 Morale: 9  
 TT: R  
 Alignment: Chaotic  
 XPValue: 35

### Dire Wolf

Armor Class: 6  
 Hit Dice: 4+1 (30 hp)  
 Move 150' (50')  
 Attacks: 1 bite  
 Damage: 2d4  
 Save As: F:2  
 Morale: 8  
 TT: Nil  
 Alignment: Chaotic  
 XPValue: 125

**Room 9** is musty, the air stuffy and difficult to breathe. The goblins have heaped most of the floor with dirt and compost from their cook fires and the wolf kennel, and cultivate the resulting mushrooms. Scuttling amongst the clusters of toadstools and other fungi is a small colony of fire beetles. The beetles are relatively tame, and only attack in self defense.

A careful search of the room reveals ravaged goblin and hobgoblin remains buried just below the surface of one of the compost heaps. It looks as though something with long, sharp claws had been at them.

**Room 10** reeks of dog covered up by a sickeningly sweet medicinal smell.

The goblins' two remaining dire wolf mounts are penned here. The tribe's shaman is also here, sleeping among the wolves. He pleads for mercy, even if the PCs do not immediately threaten him. He

### Goblin Shaman

Armor Class: 6  
Hit Dice: 3\* (19 hp)  
Move 90' (30')  
Attacks: 1 weapon  
Damage: 1d4 (club)  
Save As: F:3  
Morale: 9  
TT: R  
Alignment: Chaotic  
XPValue: 25  
Spells: *Cure Light Wounds*  
x2

### Dire Wolves (2)

Armor Class: 6  
Hit Dice: 4+1 (22,18 hp)  
Move 150' (50')  
Attacks: 1 bite  
Damage: 2d4  
Save As: F:2  
Morale: 8  
TT: Nil  
Alignment: Chaotic  
XPValue: 125

murmurs and coos to the wolves, stopping their growls and causing them to lie down, muzzles on their paws as a token of his good will towards the PCs.

Once the shaman sees that the PCs have lowered their guard, he calls out the command for the dire wolves to attack.

**Room 11** is empty, the stairs partially blocked with great chunks of rock recently dug out of the cave's unworked walls.

The floor and walls show signs of a pitched battle: fresh gouges along the stonework, the sandy floor churned by many feet, sticky puddles of blood still drying. Searching amongst the pile of rubble filling the stairwell reveals a thick, furry paw sticking up amidst the broken stones. At first glance it appears to be gnollish, but it is easily twice the size of that of a normal gnoll. The hand is desiccated, grayish, the fur brittle and coarse.

Artwork goes here.

## Old Caves, Second Level: Beast Man Catacombs

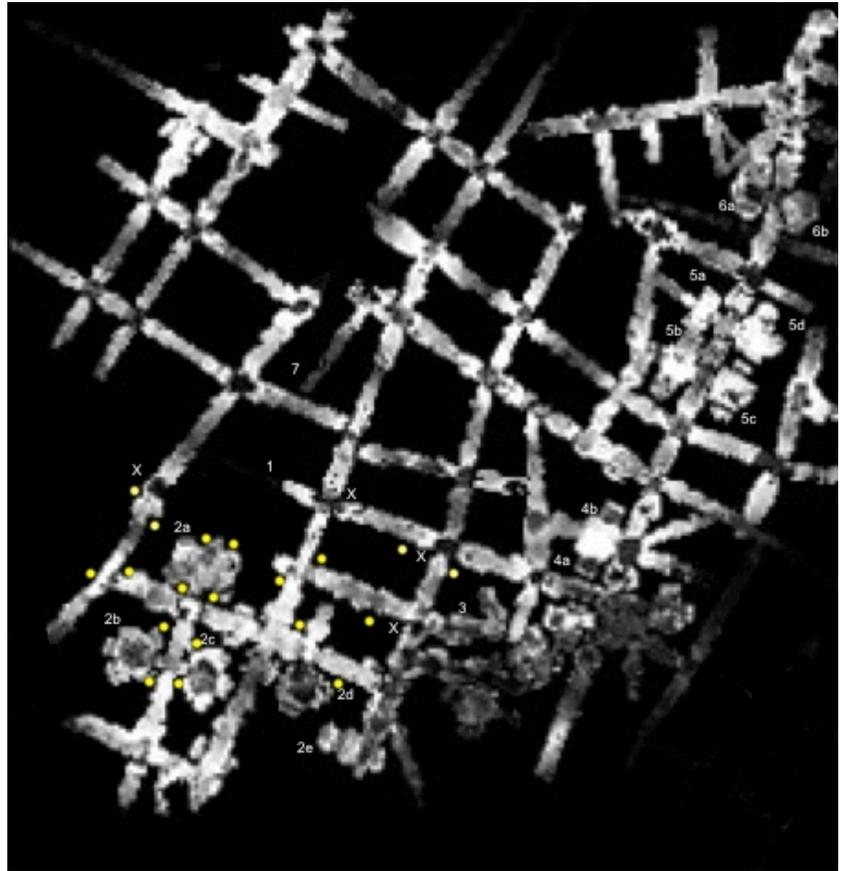
*Historical Notes:* In an age long past, during the early years of Traldar's exploration, the Nithians believed the Black Peaks to be sacred: Black was the color they used to honor the dead, and granite was a highly prized stone in their native Nithia.

They shaped existing drainage channels below the main caverns into a warren of catacombs, using a combination of both tools and magic. The stone sarcophagi in which they buried their priests and tribal chiefs were crafted from the living black granite. Only the lids were cut and shaped separately.

Centuries later, the Beast Men would find the caves and catacombs much to their liking. They pulled open the tombs, stripping the mummified priests and chieftains of their funeral finery, using the copper blades and armor that they found there against the descendants of the ancient dead. And when a powerful pack leader or shaman fell, the Beast Men interred them in the crypts.

The Nithian priests had laid curses upon their tombs, to punish would-be grave robbers. Those curses seeped into the bones of the Beast Man dead, disturbing their rest and causing them to seek the blood of their kind. It may very well be that had the Beast Men not interred their dead in the Nithian catacombs, to have those dead rise up and begun thinning their ranks from within, that the Beast Men would have overrun the Traldar and brought them to extinction, rather than just a dark age....

*General conditions:* The walls of the catacombs were richly decorated with bas relief carvings of important scenes in the history of the Traldar clan. Branches from the main halls were decorated with scenes from the lives of the priests and chieftains entombed therein, the sarcophagi lined with pictographs describing the great deeds done by the deceased. The lids were carved in amazing likeness of the priests and warriors which they entombed. The interior of the sarcophagi, as well as the base of the lids were inscribed with ancient and powerful curses.



Map 2A: Beastman Catacombs overview

Roll	Catacomb Random
d8	Encounter
1	2d6 Skeletons
2	1d4 Beastman Zombies
3	1d6 Nithian zombie
4	2d6 Giant Rats
5	1d4 Wights
6	1d6 Ghouls
7	1d4 Shadows
8	1d8 Goblins

### Beastman skeleton

AC 7; HD 2+2; hp 12 each; MV 90' (30'); #AT 1; D 1d8+1; Save F:1; ML 12

### Beastman Zombie

AC 7; HD 3+2; hp 22 each; MV 90'(30'); #AT 2 claws; D 2d4/2d4; Save F:2; ML 12

### Beastman Ghoul

AC 5; HD 3\*; hp 20 each; MV 90' (30'); #AT 2 claws/1 bite; D 2d4/2d4/1d8; Save F:3; ML 9

The years have not been kind to the halls of the dead. Seepage has corroded and dulled the bas reliefs. Quakes and the weight of ages upon the mountain have broken and collapsed many corridors and tombs. Some halls are completely caved-in while others are still partially accessible. Recent work by goblin miners has cleared the worst of the rubble from some of the passages, but the larger blocks remain, at times with bits chiseled out of them to allow one of the smaller miners to squeeze through.

Other halls, though, show work of hasty blocking: larger stones piled one atop the other, braced with crudely-cut timbers. These are passages where the Beast Man corpses have come back to life, activated by the Nithian curses.

The catacombs smell of age and must, with a hint of embalming spices lingering in the stale air. Dust from the goblins' excavations hangs heavy in the air, making the darkness at the edge of torch or lantern light even thicker, the swirls and shifting causing PCs to see movement from the corner of the eye where there is nothing.

Where they are not broken, the hallways are roughly ten feet wide, with arched, pointed ceilings peaking ten feet overhead. Corridor intersections are braced with stone pillars and arches, though many have cracked and collapsed over the ages, littering the intersection with debris, and making footing treacherous.

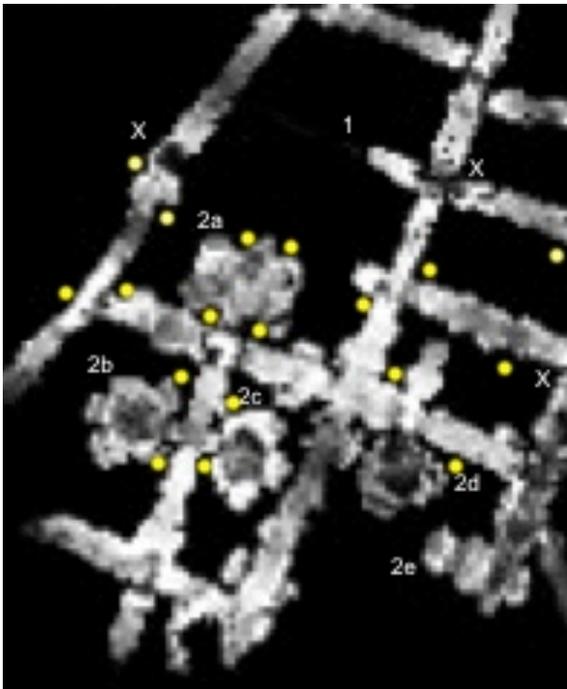
The tombs all share the same characteristics. Each is carved into the rock, the ceilings gentle arching to a height only about eight feet. A long bench-like protrusion runs along the rear of each alcove, with just enough room between it and the sarcophagus for a man to walk comfortably. The walls are adorned with carvings which have survived only somewhat better than those of the main halls, showing scenes of priests at worship, or warriors in battle, or on the hunt as appropriate.

## Encounters within the Catacombs

### Area 1: Beastman Steps

The steps bear the same workmanship as the carving done in rooms 8 and 11 above, the work of human slaves of the Beast Men in the early days before the war against the Traldar.

The northern branch of the four-way corridor showed signs of having been hastily barricaded with some of the larger chunks of debris. Several goblins lay crushed beneath stonework around a Beast Man-sized breach in the defenses.



**Map 2B:** Holdout Tombs detail

The remainder of the squad of goblins show terrible wounds left by undead Beast Man claws. There is a 2 in 6 chance that three of them will animate as zombies.

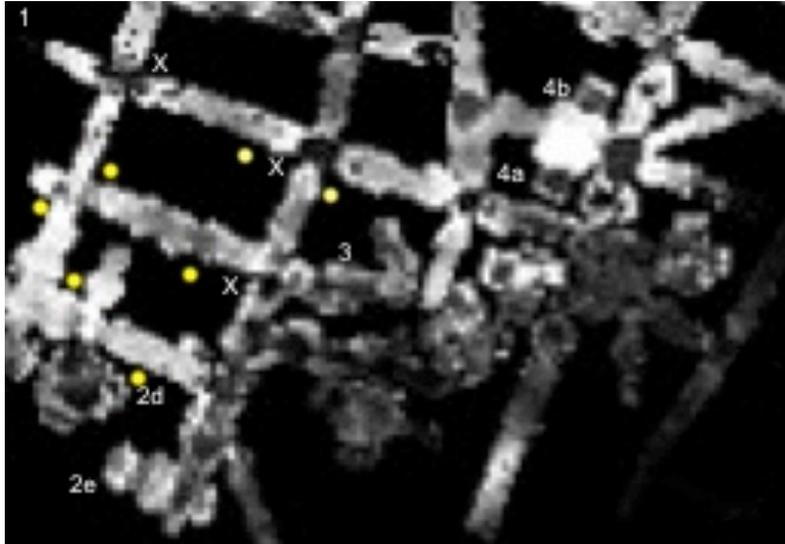
Barricades are indicated by an “X” on the map. These consist of rock piled anywhere from waist to head-height (on a hobgoblin). These “choke points” are manned (goblinned?) by 1d6 goblins and 1d4 hobgoblins armed with spears and flasks of lamp oil. They have splashed the corridor roughly twenty feet ahead of their positions with more lamp oil (treat as 3 flasks for purposes of dealing damage). The yellow dots indicate torches in crude sconces made of iron spikes. The rest of the catacombs are dark.

### Area 2: Holdout tombs

Two dozen hobgoblins and half as many goblins have made a holdfast of this section of the catacombs. Several of the hobgoblins are busy binding wounds, while others snarl at cowering goblins, telling them to get back to work.

**Area 2b** functions as a barracks, being lined with cots and pallets. A shift of hobgoblins and goblins snore away here. **Area 2c** is the

makeshift holding cell, where one of the girls is shackled together with the thief from the first expedition's party. The thief was able to free one of the girls, and she fled into the catacombs. It is left to the DM to place the girl in hiding somewhere in the catacombs. (For an added twist, the DM may place Morana among the goblins, using her ring to disguise herself as one of them, whether or not the PCs have already encountered her in the Old Caves above.)



**Map 2C:** Collapsed Tombs and Chieftain's Tomb detail

### Area 3: Collapsed tombs (Map 2C)

The goblins brought parts of the ceiling down here in an attempt to seal in the Beast Man undead. A wight and three ghouls are pinned under the rubble, along with a half dozen ghoul-slain goblins.. There were more, but the ghouls were hungry....

### Area 4: Chieftain's Tombs (Map 2C)

Having learned their lesson about actually opening the tombs, the goblins have simply tunnelled through and cleared most of the debris away, leaving the tomb-robbing to the hobgoblins in Bargle's employ. Two shadows lurk here, and will attack any who open the sarcophagi.

### Area 5: Priests' Burial chambers (Map 2D)

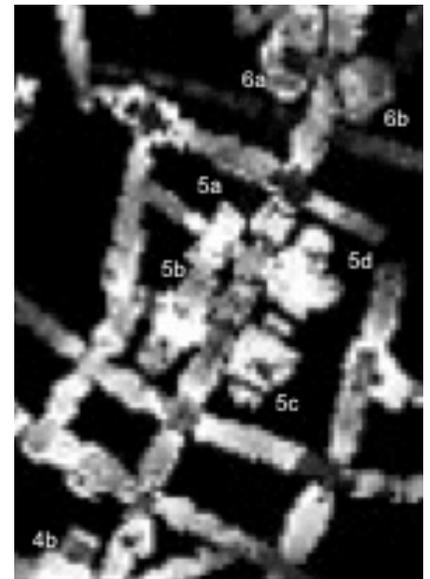
Partial human skeletons lie heaped here, the bones tangled in what remains of their funerary finery. The Beast Man war priests were interred here two thousand years ago, and the Nithian's curse will cause the skeletons and priests to rise up if the sarcophagi are disturbed. The Beast Men burst from the sarcophagi, three as zombies with 4 HD each, the fourth rising as a mummy. Reddish light seeps from between the wrappings over the mummy's left eye socket.

Two rounds after the mummy rises, its wrappings ignite. This does not damage the creature (the stone within its eye socket protects it from the flame) but deals an additional 1d4 fire damage to any opponent in melee. The wrappings burn out after four rounds.

The Nithian skeletons also burst into reddish-orange flame when the mummy rises. They fight as 2 HD skeletons, and their fiery fists add 1d4 fire damage to their normal attacks. They can also hurl two gobbets of flame up to 30' for 1d4 damage each.

The Beast Man war priest was buried with the magical stone its tribe had pillaged from one of the Traldar villages. Its magic has become tangled in the fabric of the Nithian curse, bringing the powers of the stone to life. Unfortunately, one of the stone's powers is to bestow immunity to fire damage upon its wielder.

Even after the warpriest mummy is defeated, the stone continues to burn brightly. It radiates heat, and will singe anyone laying hands on it for 1 point of damage per round. Only a descendant of one of Petra's Handmaidens can safely carry the stone barehanded. (See "The Problem of the Stone" sidebar, next page)



**Map 2D:** Priests' and King's Burial Chambers

## Area 6: Beast Man King's Tomb (Map 2D)

These two vaults have been partially collapsed by the shifting of the mountain over the ages, leaving the stone lids of both sarcophagi shattered. The wrappings of the bodies have been crusted over by an age of mold and rot, the bones blackened and malformed. The Nithian curse activates if the graves are disturbed by mortal hands. The mouldering skeleton of the Beast Man King and his honor guard rise up, the rubble from the sarcophagi lids fusing with the bones, reinforcing or replacing shattered bones.

The Beast Man King is a 5+5 HD skeleton, deals +2 points of damage per hit due to the added weight of the stone. It wears a rusty iron breastplate and wields an age-dulled pitted iron longsword (AC 3, damage 1d8+2). The honor guards are four 3+2 HD skeletons, similarly armed and armored. So long as the Beast Man King stands, the guards can not be turned by a cleric. Due to the potency of the Nithian curse, the Beast Man King is turned as a spectre.

Tucked into the wrappings of the Beast Man King is a rod of highly-polished onyx, capped with a dark iron fitting, as if for some sort of ornamental stone. This is the *Onyx scepter*, and can be used to safely transport the Fire Opal Eye.

## Area 7: Collapsed Stairs

Only the first half-dozen rough-cut steps are still accessible. From the seventh step on up, the stairwell is clogged with huge blocks of stone and rubble. Several grayish, desiccated limbs protrude from the collapse, and they will twitch, the exposed clawed hand grasping blindly at those foolish enough to prod the remains.

The steps would have led to Room 11 in the goblin lair above.

## Concluding the Adventure

When the PCs find and free the girls, the adventure is effectively over. Those girls who have not been turned to stone by Bargle's experiments in Mistamere can immediately reunited with their families. Those unfortunate enough to have been petrified will be returned to normal once the Baron can cast *Remove Curse* or *Dispel Magic* on them.

If the PCs managed to retrieve the Black Opal Eye or the Fire Opal Eye and do not hide them from the Baron, he will award them an additional 500 gp for each, but will confiscate the stones. The PCs will be awarded 500 gp if they bring in Bargle alive, but only half that if he has been slain.

In addition to monetary rewards, the PCs will gain the attention of the Grand Duke himself, by way of letters from the Baron Halaran, and His Grace may summon the PCs to court in Specularum. This could easily lead to adventure module B6: The Veiled Society, or later on, the PCs could be invited to the Grand Duke's hunting lodge and be ensnared in module X12: Skarda's Mirror.

If the PCs did not defeat the Beast Man King's remains, or those of his warpriest, Threshold faces a very real threat of being overrun when the undead manage to make their way out of the catacombs. Their number swollen by the goblins and hobgoblins within the caves, the ghouls will filter through the Black Woods within a week, reaching outlying farms within another two to three weeks.

### The Problem of the Stone

The Fire Opal Eye burns bright and hot as a live coal. Combustible wrappings will ignite after a few rounds' exposure. Metal boxes grow too hot to handle after a few hours; wood or wicker are out of the question. Originally, the Fire Opal Eye was carried in an obsidian-lined decorative stone box. This box survived the ages, found by goblin tunnellers. One of them sleeping in area 2b is using it to hold a rat skeleton it found while working.

Affixing the Fire Opal Eye to the *Onyx scepter* is another means of safely carrying the stone. The *scepter* then acts as a torch, illuminating a 30' radius, but cannot be extinguished by conventional means. The *scepter's* wielder gains immunity to normal fire, and takes 1 point less per die of magical fire damage. Saving Throws versus fire effects are made at a +2 bonus. The wielder can also use the stone thrice per day to call flames in a fan or globe. The sheet of flames deals 3d6 fire damage to up to 3 adjacent opponents (Save vs. Wands for half damage). The fireball can be hurled up to 60', after which it bursts for 5d6 damage to enemies within the 15' radius. (Save vs. Dragon Breath for half damage). Without the stone, the *scepter* can be used as a club, and it is considered a +1 *weapon*, though it grants no bonuses to hit or damage.

# Appendix 1: Supporting Cast

## Appendix 1a: Damsels in Distress

Bargle has kidnapped ten girls from the villages in the foothills of the Black Peaks. From oldest to youngest, they are:

- **Fiala Kromand** (13, from Threshold); her father owns the Hook and Hatchet Inn.
- **Brynne Ohnrus** (“nearly 13”; Eltan’s Spring); her father owns a brewery
- **Anya Sluzka** (12, Threshold); cousin of Fiala; helps her mother, who works at the Hook and Hatchet.
- **Evelina Tkadlec** (12, Verge); her mother is a weaver, and her father is a tailor.
- **Morana Vornov** (12, Armstead); Half-Darine runaway, a *Ring of Disguise* colors her hair blonde.
- **Jasna Morozovna** (“nearly 12”; Threshold); orphan, living in the Temple district’s common hall.



Brynne Ohnrus

- **Katarin Pevnoruk** (11 1/2, Eltan’s Spring); her mother is the town’s Wisdom
- **Irina Obuvnik** (11, Verge); her father is the village cobbler
- **Magda Littau** (10 “and a half!” Threshold; outlying farms)
- **Petra Ladolentz** (9, “tall for her age”; Threshold; logger’s camp); her father is a woodsman.



Petra Ladolentz

## Appendix 1b: Things She Said...

All of the girls can relate the following information in common:

- Each girl bought a simple flower-shaped pendant from a kindly old jewel-smith who has a stall at the marketplace. Though they normally sold for two cronas, he let the girls have them for twelve kopecs.
- The girls remember putting the pendants on and dreaming of taking a stroll in the moonlight. Depending on the girl, the stroll is with a boy she likes, a hero from a fairytale, a unicorn, etc. The next thing they remember, they were being carried away by jabbering dog-men.
- Besides being taken away from their families, the girls were not mistreated. They were fed regularly, brought outside for sunlight and exercise. Every few days, the man with the beard in the brown robes would take one of the girls aside and ask question after question:
  - “What is her mother’s name, and her mother’s name?”
  - “Which is the most memorable story your family has to tell of its past?”
  - “Sing for me a few verses of the Song of Halav.” (He has each girl sing three verses; all of them sing the fifth and ninth)
- The interviews take a while because the man insists on writing everything down in a large book of bound vellum.

In addition to the above information, some of the girls have their own observations:

- **Fiala and Anya** both noticed that the bearded man’s hands are free of calluses, yet his fingernails and knuckles are caked with dried ink. (“Always look at a customer’s hands, if you want to know what it is he does.”)
- **Brynne** noticed that the bearded man’s breath smelled of a peppery wine, and he wrinkled his nose when she mentioned her father’s trade.
- **Katarin** knows that the amulets did not radiate any sort of magic, or *detect* as evil. (Her mother insisted on examining the pendant, thinking she might have gotten it



Katarin Pevnoruk

from the stableboy)

- **Jasna** knows the layout of the upper works and parts of the first and second levels of Castle Mistamere's dungeons, having explored the ruins on several occasions already. She offers to sketch it out for the heroes for 3 cronas. For another two cronas (or if the heroes are nice to her) she tells them not to touch anything on the table in the Dining Hall and warns them of the locations of the zombies. If the heroes are captured, she may be inclined to rescue them (for a hefty fee).

- **Petra** is able to understand some of the kobolds' jabbering speech. They were worried about bumping or bruising the girls, which would draw the ire of their Great Master, who would see them fed to his pet ogre should any harm come to the girls. They also complain of the harsh digging schedule the 'Great Master' has set.

- **Irina** noticed that the bearded man's boots are travel-worn, yet the soles have the look of recently being replaced.

- **Evelina** does not recognize the cut of the bearded man's robes or cloak. The fabric is not of the making of any of the merchants along the length of the Eastern Rivers.

- **Magda** recognizes the man with the beard, having seen him riding between Threshold and Mistamere on several occasions over the past six months. She's also seen him take the Blackstone Heath road on occasion. ("I was right. He's not very polite. He never returned my greetings.")

## Appendix 2: Magic Items

*Crystalline Flower of Forgetfulness* is based on a concept originally created by The Angelic Dragon at the Piazza forums

**Starflower pendant:** The pendants are all identical representations of a thirteen-petaled flower, seemingly crafted of blown glass, or some other clear crystal, vaguely resembling the Glantrian Moonflower. The crystalline pendant appears delicate but hammer blows from the strongest of smiths have proven insufficient to even chip them. Bargle has mounted these charms in silver, and strung them on silver chains.

The *starflower pendants* are actually offshoots of the *Crystalline Flower of Forgetfulness*. A single *Crystalline Flower* can bud up to thirteen times, with all the daughter flowers linked to the parent. The pollens from the flower cause a mild hypnotic effect, bringing about a dreamlike state that builds after several days' exposure. Victims in such a state are highly susceptible to suggestion. A wizard casting *Clairvoyance* on the main flower is able to "see" the memories of anyone wearing a daughter flower. Casting *ESP* allows the wizard to manipulate those memories, replacing them with those fabricated with a *Phantasmal Force* spell, or simply removing one memory for each phase of the moon that the daughter flower has been in contact with its victim.

The main flower can function as a *crystal ball with clairvoyance*, allowing the wizard to passively view anyone wearing any of the daughter flowers, and their immediate surroundings. The wizard must actually cast spells upon the plant to manipulate memories.

## Appendix 3: Prerolled Characters

### 2nd Level Human Fighter

Str 15 +1      AC 5/4(chainmail/with shield)  
 Int 11 --      HD 2+2(18 hp)  
 Wis 10 --  
 Dex 9 --  
 Con 14 +1  
 Cha 12 --

Equipment: Chainmail armor, shield, longsword, dagger, backpack, 7 day's iron rations, 50' rope, lantern, 3 flasks of oil, tinderbox, 1 large sack, waterskin

### 2nd Level Human Cleric

Str 10 --      AC 6 (scale)  
 Int 12 --      HD 2 (10 hp)  
 Wis 16 +2  
 Dex 14 +1  
 Con 9 --  
 Cha 15 +1

Equipment: scale armor, mace, sling + 30 slingstones, holy symbol, backpack, 7 day's iron rations, small sliver mirror, 6 torches, tinderbox, 2 small sacks, waterskin, 3 flasks of holy water

### 2nd Level Human Magic User

Str 9 --      AC 8 (dex)  
 Int 17 +2      HD 2 (7 hp)  
 Wis 10 --  
 Dex 14 +1  
 Con 9 --  
 Cha 13 +1

Equipment: staff, dagger, backpack, 7 day's iron rations, small sliver mirror, 6 torches, tinderbox, 2 small sacks, waterskin

Spellbook: *Read Magic*, *Sleep*, *Magic Missile*, *Shield*

### 2nd Level Dwarf

Str 16 +2      AC 3(plate armor)  
 Int 12 --      HD 2+4(20 hp)  
 Wis 10 --  
 Dex 11 --  
 Con 16 +2  
 Cha 11 --

Equipment: Plate armor, battle axe, crossbow, quiver of 20 quarrels, backpack, 7 day's iron rations, 50' rope, hammer and 6 iron spikes, 4 torches, tinderbox, 2 small sacks, waterskin

### 2nd Level Human Thief

Str 14 +1      AC 5(leather +dex)  
 Int 12 --      HD 2(8 hp)  
 Wis 10 --  
 Dex 16 +2  
 Con 12 --  
 Cha 11 --

Equipment: leather armor, short sword, 6 daggers, backpack, thieves' tools, lantern, 3 flasks of oil, 7 days iron rations, tinderbox, 3 small sacks, wineskin

## Appendix 4: Thorn's Mystara Conversion Notes

The Mystara of Thorn's Chronicle is quite a bit different from baseline Known World/Mystara campaign world outlined in the Gazetteer series. The details relevant to the adventure at hand are outlined below:

**Magic Users** are extremely rare, and even more dangerous: They are either insane and slowly rotting from the inside out, or have made a pact of some sort with an ethereal demonic entity which twists them towards its own ends.

Magic involving instantaneous travel or crossing planar boundaries is exceedingly dangerous, as it tends to open ways into the Prime Material for lurking demonic entities. Corruption dealt to magic users is doubled when these types of spells are cast, regardless of whether or not the spell is successful.

If the DM wishes for Bargle to remain a magic user, then he needs make no changes to the statistics presented in the module. However, the magic user Bargle would sport some sort of physical deformity: a withered hand, or perhaps walking with a limp, and prone to jumping at shadows.

On Thorn's Mystara, Bargle is a thief of comparable level. If he is pressed into a combat situation, he makes use of alchemical concoctions to produce flares of light or smoke in order to escape at the earliest possible moment, preferring to engage from a distance with a light crossbow. Bargle prepares his quarrel tips with a mildly paralytic poison. (Paralyzed for 1d4 turns *or* -2 to hit and damage due to weakness for 1d4 turns if the Save vs. Poison is made.)

The prerolled magic user can be replaced with a Cirprian Wilder:

The Black Opal Eye and Fire Opal Eye of Traldar are still magical gemstones, but they are among some of the largest cut dragonstones ever found on Mystara. They need not be renamed, as the lore behind dragonstones was lost with Blackmoor, and could be easily mistaken for exotic opals of different sorts.

Passive effects come into play for the PC carrying the stone on the next sunrise (for the Fire Opal Eye) or moonrise (for the Black Opal Eye). A dragonstone requires a month of study, trial and error (half that for a weaver) to unlock the secrets of each activated effect. The only way to utilize the stones' effects in a more timely manner is under the tutelage of a Blackmoor crystalmancer or one of Uther's Daughters. Unfortunately, either of these would insist on the PC surrendering the stone to their care.

DMs wishing to introduce Blackmoorian artifacts as part of Bargle's research may substitute a *Val'kira circlet* for the tiara in Jasna's horde. Her dagger would likewise be substituted for a red-dragonstone-bejeweled *Spellshear knife* +1.

### 2nd Level Human Wilder

Str 9 -- AC 8 (dex)  
 Int 17 +2 HD 2 (7 hp)  
 Wis 13 +1  
 Dex 14 +1  
 Con 9 --  
 Cha 10 --

Equipment: staff, dagger, backpack, 7 day's iron rations, small sliver mirror, 6 torches, tinderbox, 2 small sacks, waterskin

**Affinity:** Energy, **Talent:** Elementalism

**Weaves known:** Blade of Fire, Light, Wand of Fire, Warmth, Folded Light, Ward against Hespawn



## TC 2: The Stone and the Maidens

The menace of Mistamere's kobolds has been quelled, and the goblins of the Black Peaks tamed, yet the residents of Threshold still bar their doors and shutters at night. The quarter-moon brought great zigzagging furrows in the farmers' fields. Barns and livestock pens were ravaged under the half-moon, the livestock itself being attacked when the moon rose full.

With the first dawn after the new moon, the sheep and cattle that had been attacked the weeks before were found petrified, locked in forms of deep black granite.

The Baron has declared a curfew, and has all the farmsteads' livestock brought behind Tarnskeep's walls for safety.

The moon draws near full again, and Baron Halaran baits several traps for the marauding terrors in the night. All he needs are a handful of brave souls to capture one of these beasts, that he may learn the true nature of the creature that disrupts the peace of the barony...

Other titles in development for the series:

## TC3: The Hag's Tear

## TC 4: War of the White Lady

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See the module development threads at the Piazza's Mystara forum and leave feedback there, or contact the author at [thorn\\_chronicler@icloud.com](mailto:thorn_chronicler@icloud.com)