

# Revenge of the Little ones

## Round One



•ALM•

**DM Only!!** Give the players time to study or memorize their character's spells ( The Kobold receives at least one Cure Light Wounds spell, (if the player did not pray for this, exchange one 1<sup>st</sup> level spell at random—The immortal exchanged the spells, the character/player does NOT need to know this reason). Approximate game time 30 minutes

**Read the following *Green italic written* to the players aloud.**

*This day started so good. Everybody was happy and even the sun was shining. But now somehow everything changed, not only the sky became cloaked, but your mind seems to be affected also. You all remember the strange dreams, visions or even knowledge that haunted your thoughts for hours or even days, and now everything seems to fall into place.*

*When the flying tube was attacked by the dragon it dropped something. A moment later you all met, seemingly with no leads to each other, but still...?*

*And when the Kobold, exhausted from the magic she just used, leaned to a small tree, something fell down. It was a small metallic rod. It took a while to open, but inside you found a rolled-up scroll. (Give players **Player's Scroll 1 (next page)** The Kobold has now used 1 Cure Light Wounds spell.*

Give the players enough time to solve this puzzle completely. Let them write it down in a small table like here, otherwise it becomes extremely difficult to solve the puzzle. Then read the following aloud.

yards	location	person	Date

*And now you are puzzling to put all you know together.*

*Apparently the Immortals are in need of all of you, otherwise they wouldn't have placed the strange knowledge or visions in your heads. And although you all follow other Immortals, all seems to fall slowly in place.*

*This is all one large puzzle, so now you sit down and think what the Immortals could mean with this map and all the visions.*

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.When finished the puzzle, if characters are specifically looking at the back, or giving up the puzzling.

*Then you noticed some writings on the back of the scroll. These must be writings from the Dragon, to find out the purpose of the scroll. Could it also have received visions, and leave the puzzle now incomplete? No, that can't be, not even the Immortals could have created such an idea. But the Dragon must know something different and apparently important.*

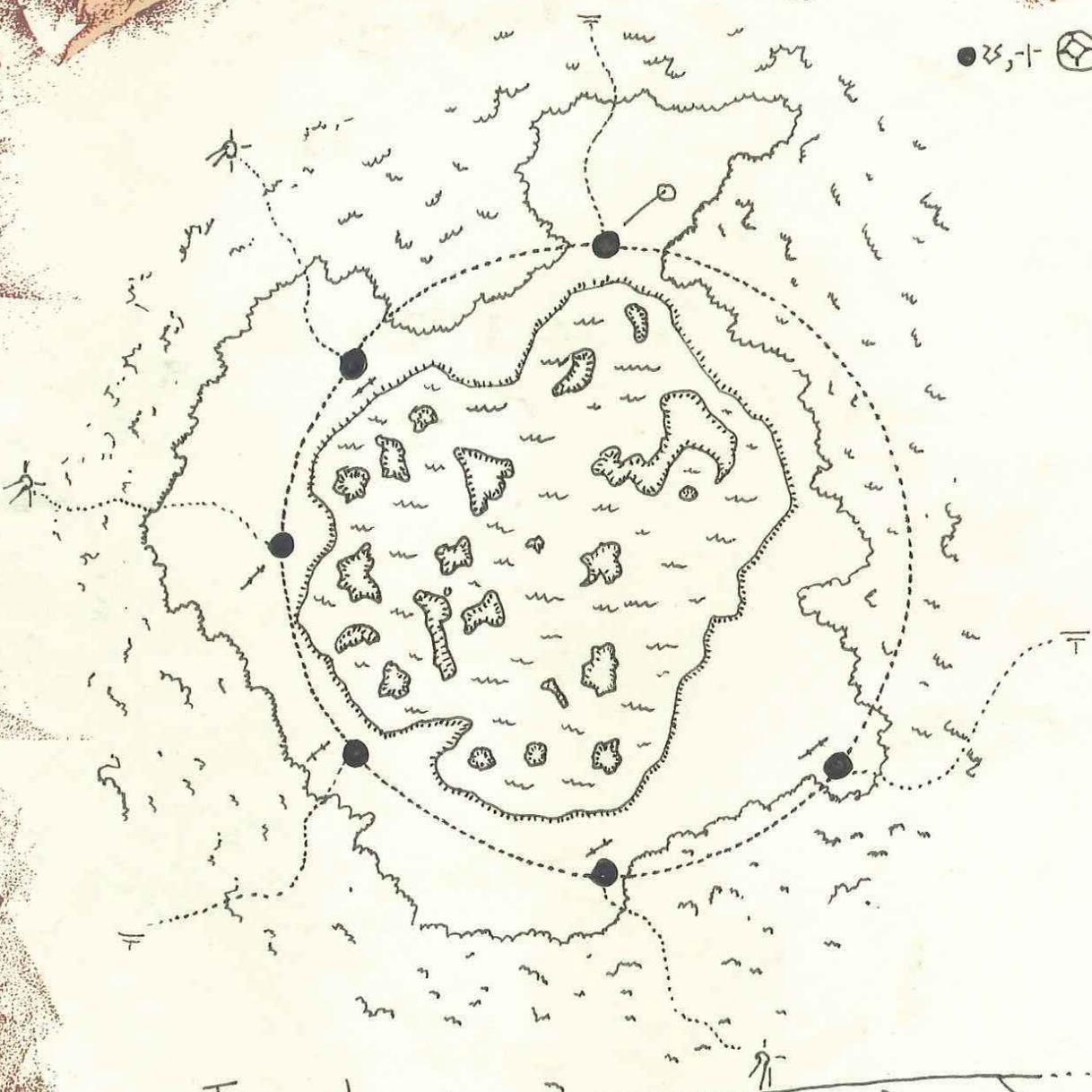
*The writings spell the words; TANTABBAR, MAGICSHOP, EQUAL TUBE UNOPENED, FOUND AT GETTLEBEST ROCK, MUST HOLD MAP TO LOCATION FAERDINEL KEEP. GO THERE. GARTAX. (This may be repeated as often as required by the players, or let them write it down).*

*The Hin in your party become exited by the name Faerdinel Keep, as this is an important part of their history that became lost in time. It depicted where and when the Hin made landfall centuries ago.*

*The only thing you could do now, is to go there before the help of Gartax (this must be either the Dragon itself or its major help, get this scroll mentioned. Haste is needed.*

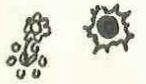
R. P. Kavan  
1994

28, -1 (with a circle containing a cross)

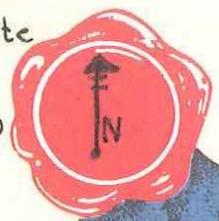


### Elmont Lake

Faerdinel Keep  
 Six will unite  
 To show the might  
 Of Night and Nature  
 Born in History, now Mature  
 The knowledge lost, long forgotten  
 Now dug up, deep from the bottom



- Where is what
- Who is where
- When is what
- Dreams, knowledge and visions shall unite
- All to find Faerdinel Keep



If the players have solved the puzzle within 1.5 tournament hours, then you may use the following extra encounter at night. Remember the kobold for having used its Cure Light Wounds spell on the Gnome this morning. The read aloud the following.

*You have found a place to take night camp . After some eating you fall asleep.*

Let the guard at approximately 01:00 (if the players thought about that!!) make an intelligence-2 or forestman check if they have this skill. If the skill is successful (rolled lower or equal than the number needed.) the character hears the following; (read aloud to the character) *A twig breaking 30 yards north or so, the crickets stop making noise. Again a twig breaks, now somewhere to the west.* One round later the enemy will attack.

*Three human Thugs come running from the North 90' from PC's, Four human Thugs come walking from the West 60' from the PC's, one stands hidden in the foliage 110' to the East, seated on a Riding Horse (AC7 AV0, HD2 Hp 8, MV 240'/80').*

**All Thugs:**

AC4, AV), HD 3, MV 120'/40',

THAC0 18, Surprise 1-2 on 1d6, AT by weapon, DM By weapon; Short Sword 1d6, or backstabbing 1d6x2), + poison (Sv Poison or lose 1d8 hp at 1 hp/round after 1 round, if saved poison damage halved rounded down, only same rate),

Special attack if surprised melee only; Kill in 1 blow (50% -5%/HD victim greater than HD Thug chance to kill a character in one stroke),

Save as Thief 2, Morale 7,

TT each 1d8 Sp, 1d12 Gp, ST 11, IN12, WI 8, DX14, CO 10, CH 9,

Thief abilities Level 2,

AL CN, XP 30

Northern Thugs Hp 12, 14, 11, Partial soft cover foliage till 20' from PC's of AC-2 visible 75%

Western Thugs Hp7, 20, 22, 19, Partial soft cover foliage till 30' from PC's of AC-2 visible 75%

Eastern Thug Hp 17, Partial soft cover till 20' from PC's of AC-4 Visible 10% Will flee full speed if attacked, approached, or a death falls on Thugs side, (or captured), to warn the Thugs in Thantabbar.

If the characters defeat the Thugs they may Examine or Question them accordingly.

Examine; Personal Treasure, each of them has a simple Copy of Puzzle Map PC's already have, with equal orders.

Question; Refuse to speak, unless PC Intimidate skill success or Charm magic. will let them reveal the following info;

Gartax is their Leader, He is strong and a magic-user, thugs are send to remove all sources of opposition, i.e. owners of scroll tubes ( in Thantabbar the owner of Magic shop is said to own one), then retrieve and hand over scroll tubes to Gartax. More these NPC simply don't know, they may, however lie anything to save themselves.

Battlemap on next added to this adventure part is created from forest map of [www.dundjinni.com](http://www.dundjinni.com)

If you intend to use miniatures with this game print this map out on an A2 format.

The Yellow dots are the Player characters (let each player take a number prior to revealing this map to determine their actual location).

The Red dots are the Thugs. The red elongated dot is the Horse with its rider (purple dot).



Hexes are 5'  
▲---North

6 4 1  
5 3 2  
PC  
Campfire  
6

d c b a

h

*The Next morning you reach the village of Thantabbar in Seashire.*

Give Player Region Map next page.

You reach the Hins' Own Magic & Mysteries Shop, just when the Owner Alace Shumbril, the female human mage, walked to the shop, unlocks the door, and opens the shop.

Let the players roleplay the situation. Alace does not want willingly to give the strange scroll to those who could be bringing evil to the Shires, wantingly or even unwantingly.

The Tube was recovered a few weeks ago from within a very large oyster (and old) south-east of Gettlebest Rock, fully covered in Mother-of-Pearl. It was just recently cleaned, but not further examined, nor opened.

Whatever happens Alace want to have a minimum of 50 GP for it, (haggling bid opens at 80 gp).

When the PC's have the tube, and leave the shop, she locks the door behind them as she wants to do breakfast. Just thereafter the PC's are under attack again.

*As you hear Alace closing the door behind you, and you intend to walk away, you notice again some opposition. This time 5 human thugs have placed themselves opposite the shop on the roofs, where they initiate the attack with missile weapons. On the road-crossing stand another 10 more thugs together with a cloaked human (Mage??) of some kind.*

Another 5 try to surprise the party when they walk away from the shop, by coming around the corner secretly.

The Black dots on the battlemat are the Player Characters, The Blue dot is the mage-like figure, the red dots are the Thugs. There are currently no other creatures/Hin around. Alace reacts after 3 rounds of combat, by looking, then 1 round going upstairs, 1 opening the window in the front, and then 1 casting of a Slip/Grease spell on the roof on the opposite of the street to force the Thugs there to fall down. (they suffer 2d6 falling damage, and are 1 round prone). She has further no combat useful spells memorized, thus she retreats and goes searching for her wand of magic missile (which she first retrieves when the battle is over.).

The Street squares are 20' The dark brown lines are the actual streets, the light-brown is small gardens, house walkup paths, filled with flower benches, and -pots, divided to the street by picket fences (1.5 ' high. This area reduces movement to 60'/20' at most unless flying.

## Thantabbar

Population: 10,000

Clan Holds: Leafshine, Quicksilver, Standfast, Stormhin

This calm, business-without-hassles port lies east of Shireton Port along the coast. Goods come to and from it along the Deepmoss Road and its crowded harbor sees ships from all nearby coastal lands. Many non-hin live in Thantabbar, finding it pleasant, relatively clean, and quiet.

Thantabbar was half-heartedly fortified long ago. Walls and a fort still stand watchfully over the town's bustling commerce. Caravans arrive and leave daily, and the harbor never sleeps.

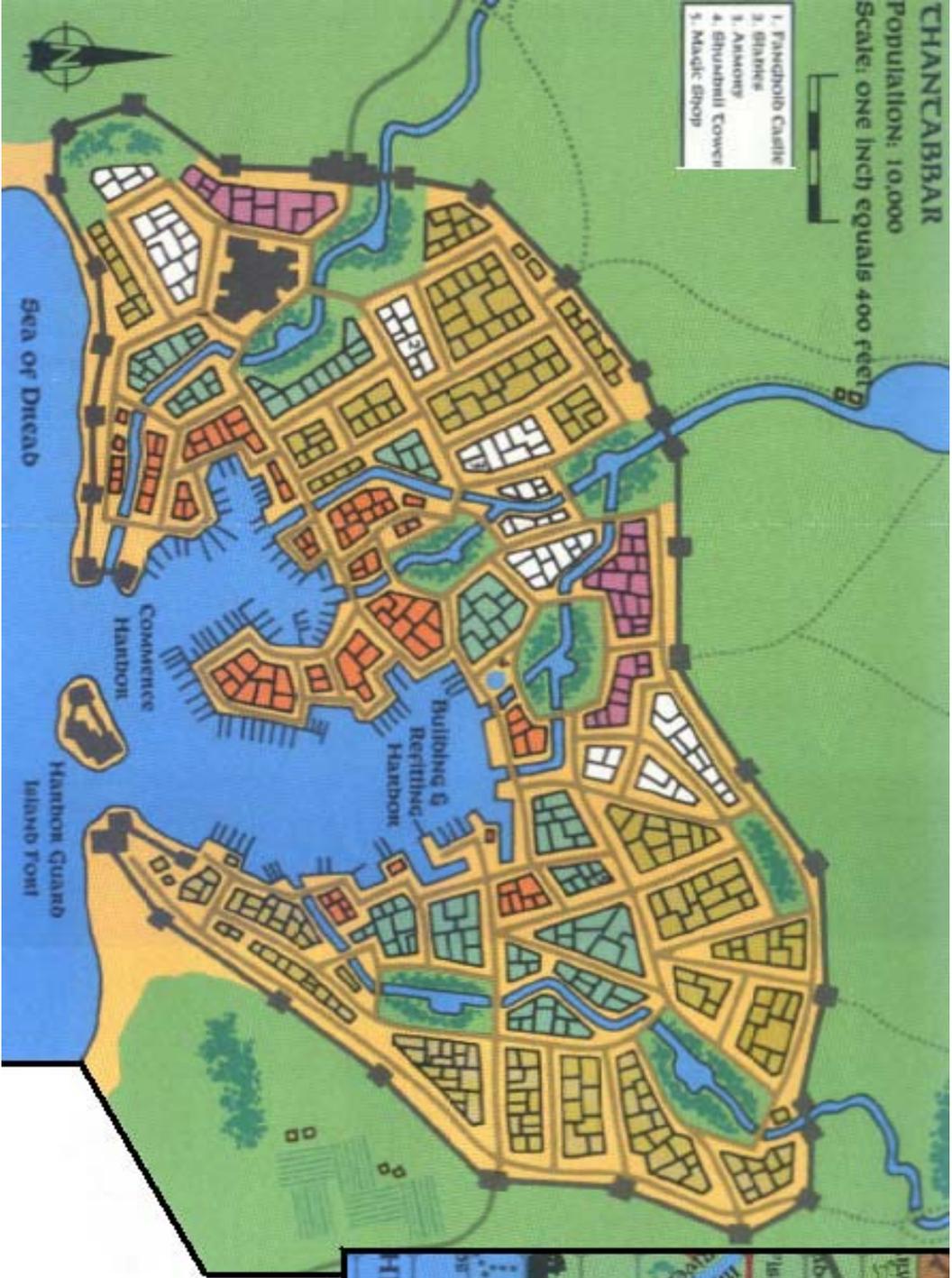
Thantabbar seems remarkably free of intrigue and hard feelings. This may be, however, due to the fact that lighthearted hin are having their usual fun and not mixing with the non-hin who may (quietly) be up to all sorts of doings of their own. The true state of affairs in Thantabbar is up to the DM; certainly it enjoys a reputation as one of the cleanest and safest ports anywhere in the Known World.

Thantabbar maintains a number of pleasant parks within its walls, each containing a pool. These pools are an emergency water supply as well as ornament, and by law there is a stiff fine for fouling the water by swimming, urinating or washing in it, or throwing litter into it. Travelers, you have been warned.

Notable features of Thantabbar include Fanghold (Thantabbar Castle), home to local hin military; the Sulshar Stables, a horse-trading establishment run by the hin Knight-Hero Bulzim Sulshar (8th level); Wolfwar Weaponry & Armor (Wolfwar is a very skilled human smith of 18 Strength and Dexterity, and is a 4th level fighter); and Shumbril Tower.

Shumbril Tower is home to the soft spoken, gentle Alace Shumbril, a 7th level human female magic user. She is rather reclusive, but owns and is protective of The Hins' Own Magic & Mysteries Shop, which sells potions and spell components.

Thantabbar has almost 30 Kronadar, which may account for its peaceful aspect.





If you intend to play with miniatures print this battlemap of the Magic shop out in format A3. (or this page in A2 and remove the text).

**All Thugs;** AC4, AV2, HD 4, MV 120'/40', THAC0 16, Surprise 1-2 on 1d6, AT by weapon, DM By weapon Short Sword 1d6, or backstabbing 1d6x2), + poison (Sv Poison or lose 1d8 hp at 1 hp/round after 1 round, if saved poison damage halved rounded down, only same rate), Special attack if surprised only; Kill in 1 blow (50% -5%/HD victim greater than HD Thug chance to kill a character in one stroke), Save as Thief 4, Morale 8(7if mage is dead), TT each 1d10 Sp, 1d20 Gp, ST 11, IN12, WI 8, DX14, CO 10, CH 9, Thief abilities Level 2, AL CN, XP 175

Roof Thugs Hp 12, 25, 24, 18, 12 Located at 25' height on a tiled roof sloping 45 degrees, thus all can shoot every round without being hindered by the others. They can't target anything within 10' of the house they're on. Each has a Shortbow with 10 arrows (1d6) without poison, and a short sword with poison coating.

Method of attacking; direct upon moment all six PC's are outside, until missiles are used, then climb down, 1 round, and then physical attacking.

If morale breaks they move/climb away as far as possible away from the PC's.

Corner Thugs Hp 22, 22, 30, 31, 29, Hidden around corner. In garden (10% visible first round—if looked upon)

Method of attacking; Will take 1 round to back-attack the PC's unless they moved thus that this is impossible. Then they attack without surprise.

If Morale Breaks, they move North in running mode.(if fireballed by mage, surrender.

Street Thugs Hp 13, 15, 15, 16, 18, 22, 24, 25, 23, 32 These let the archers first act, then their mage, then intend to finish the PC's off.

Method of attacking; Wait 1 round for mage fireballing the PC's then finish them off.

If morale breaks; they Move East over street or South over Street.

#### Street Mage Alabas

AC5 (Ring+2), AV0, HD 6, HP 18, Mage 7, THAC0 17, ST 5=-2, IN 17=+2, WI 10, DX 13=+1, CO 8=-1, CH 7=-1, Save as MU 7+2(due ring), Staff (1d8-2st) damage,

TT 35 Gp, 210 Sp, 11 Pp (in small backpack together with three potions of healing 1d6+1 each) Morale 6(coward) AL CE, XP 1750.

Spells memorized; **Magic Missile**, (120' 3 missiles for 1d6+1 damage each), **Darkness** (120', 30' ball of darkness blocks all sight except infravision, if cast on eyes, target Sv vs Spells or blinded for 14 Turns), **Shield** (already cast; AC+1, if magic missile targeted on Mage Sv vs Spells for no effect). **Levitation** (Already cast, but still standing on the ground) move 10'/round up or down at will or float in air while casting spell from there, **Web** (range 10' creates cube of webbing 10' x10'x10' destroyed by flame in 2 rounds (all within take 1d6 damage, ST 9-12 2d4 turns to break free, ST 13-15 1d6 Turns to break free, ST 16-17 1d4 Turns to break free, St 18 Break free in 4 rounds), Detect invisible (already cast), **2x Lightning Bolt** (range 180' bolt starts there 5' wide in any chosen direction 60' long for 7d6 damage(sv spells for half). Dimensional Door (to be used to appear behind the player characters; Range 10' transports one creature up to 360' away in 1 round.)

If morale breaks; Run South

Method of attacking. 1<sup>st</sup> round focusing Missiles on PC's, second round Lightning, then Dimensional door (Remember he is levitating thus can appear midair), lightning bolt again (even if corner Thugs attack-hey, he's evil and chaotic, with no interest to his thugs), then, depending on circumstances (DM be clever!!), Darkness, Web. Will flee then if party still lives.

#### Overall

Morale checks to viewing opponents if PC's kill a Thug in one stroke,

Morale check to all if 50% of thugs killed, or incapacitated, or mage is killed

Morale check to all if Roof thugs slide down suddenly.

When the battle is over, Alace comes out to help, and in the meanwhile other villagers come forth to help. The local krontar come and arrest the Thugs when located.

The PC's are helped and raised if need be (except the Tabi and Kobold—as these aren't respected Shire citizens yet, the Hin Sheriff could speak for them and enable one to be raised, the master can raise the other himself.).

This may take upon the next morning (when spells are gained). Whatever his chosen, the PC's leave on a small boat towards Orlin Isle as a gift of the rulers of Tantabbar. They leave the port of Tantabbar early at night of the 2<sup>nd</sup> night (the same day as they were attacked here)

At Noon the characters reach the western side of Orlin Isle. (if the Master intended to Raise a PC he does so on the vessel). As they have landed on a rough shore they have to blunder through the underbrush here and finally in the evening they find a place to rest.

*The night is filled with chirps, hoots, cracks, twisters and other strange sounds, The ground is full with bristle, branches, roots, and some night-crawling vermin. Although you didn't sleep well, all of you who slept are rested when they awake. They awake about after 10 hours of sleep, those awake by guarding without getting rest itself has fallen asleep after a few hours and even that person is well-rested.*

The 4<sup>th</sup> day they awake, and then relearn spells. They later reach the house of the Sheriff of Orlin Isle, get a small swamp boat and travel towards the island they have determined by the puzzle.

And then enter the ruins of the lost keep.

The scroll tube contains the following map, from an ancient Hin explorer, who apparently thought this was the location of Faerdinel Keep..

This ends Round One.

Ed Kenna  
1979



Fuepial 22  
☼  
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