

DUNGEONS & DRAGONS®

Basic Game Adventure

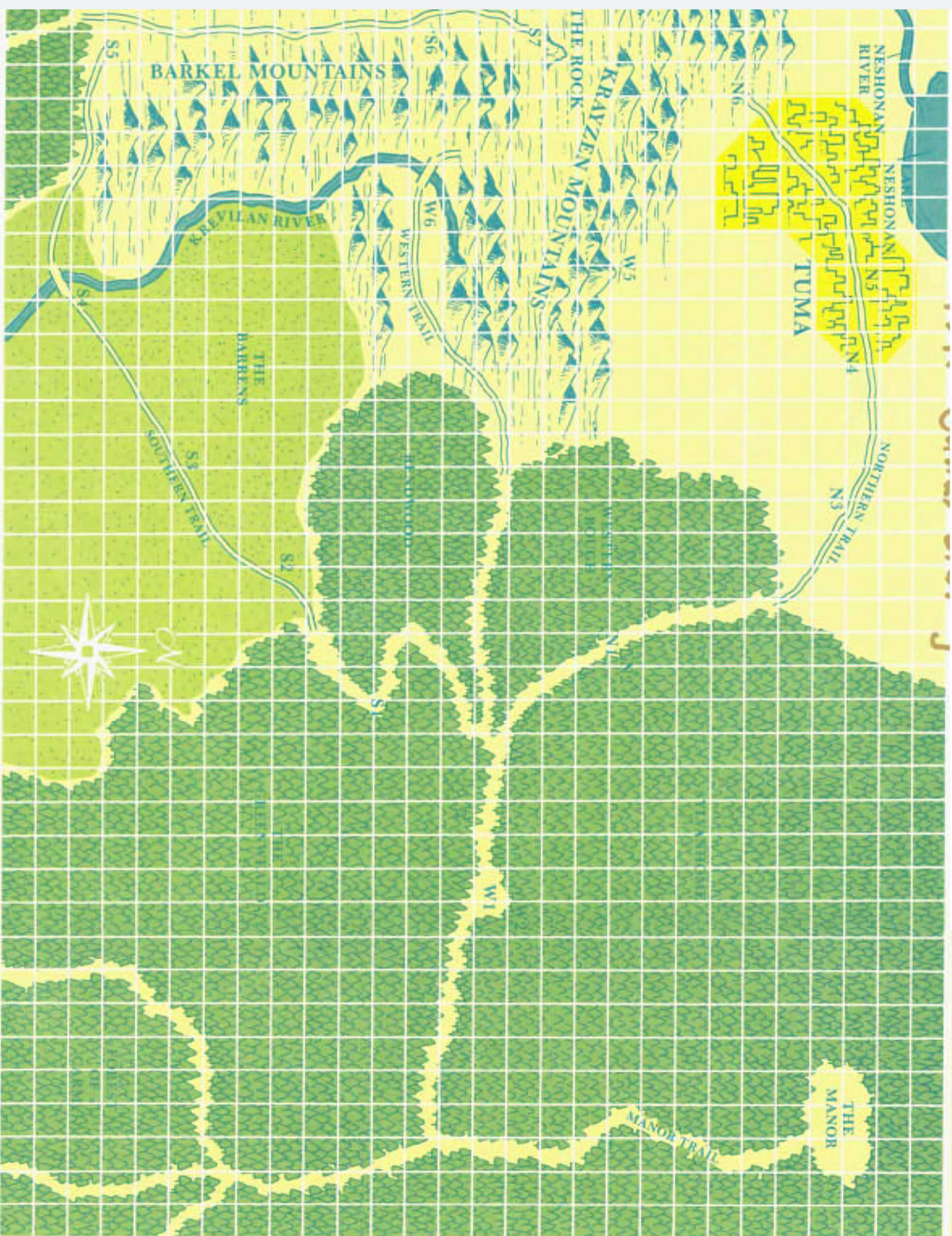
Journey to The Rock

Michael Malone



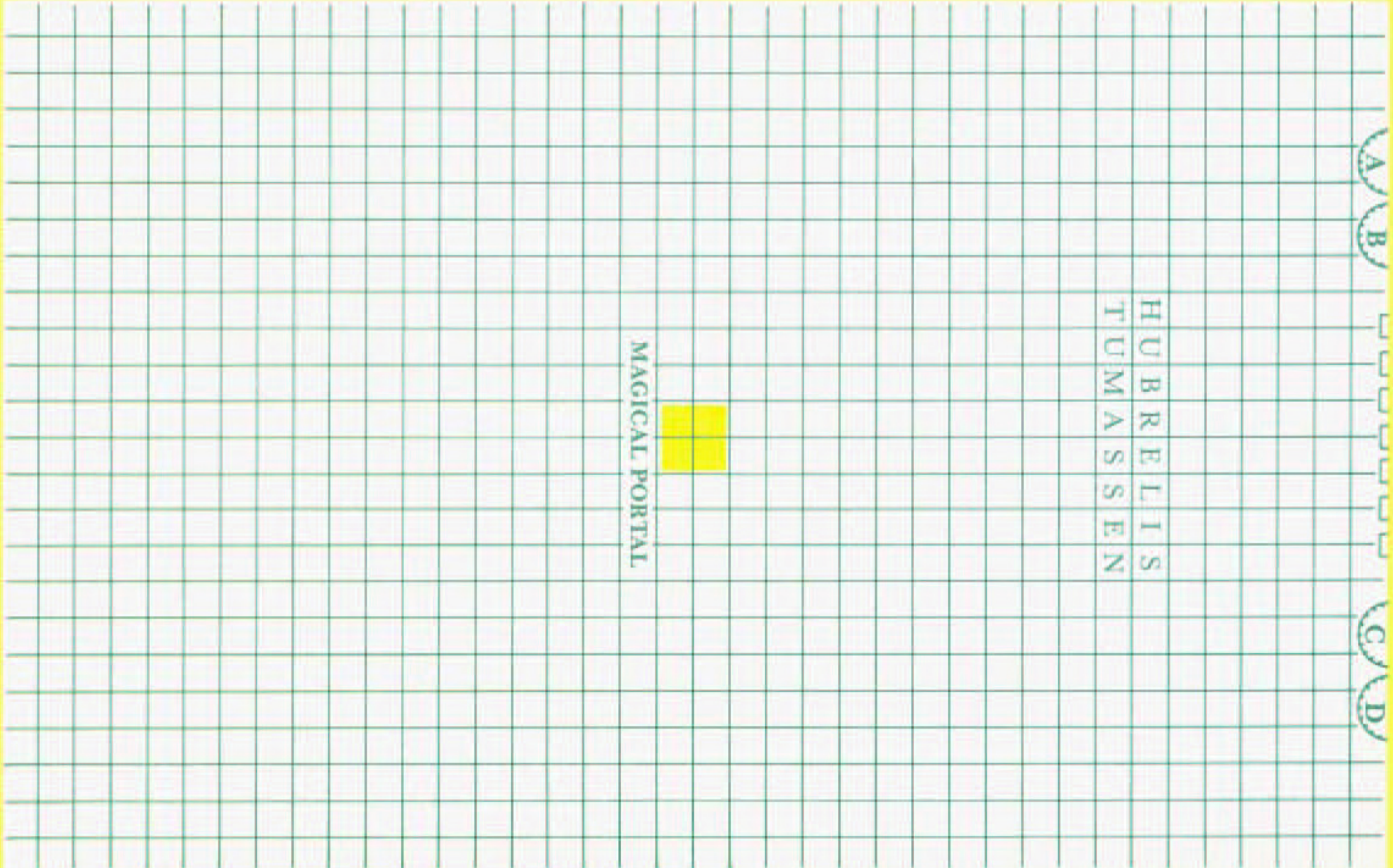
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1 square = One-half mile

DUNGEON MASTER'S ADVENTURE AP



1 square = 10 feet

THE HALL OF THE ROCK

Journey to The Rock

Michael Malone



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PART 1: INTRODUCTION

The information in this module is for the Dungeon Master (DM). If you plan to play this module as a character, please do not read beyond this point.

Adventure Background

Thousands of years ago, Tuma was a city of wealth and glory, and its people lived by a code of wisdom, honor, justice, and peace. This city of Law roused envy and hatred in the hearts of those who followed the ways of Chaos. Many times evil armies attempted to destroy Tuma, but its defenders were always victorious. Finally, the enemies of Tuma used powerful evil sorceries to remove the inhabitants of Tuma to another plane of existence, where they are still trapped. In time, they were able to banish the city itself. Over the centuries, Tuma became a forgotten city, the subject of superstition and whispered legends. Only one man knows its true story—Lirdrium Arkayz.

Arkayz was once part of the ruling council of the city of Tuma. During the final defense of the city, the council decided that two members of the council would go into hiding, so that if the city fell, the two hidden members could continue the fight. Arkayz was one of the two, but he was not allowed to know the identity of the other, so that he could not betray his colleague if captured. The council created a magical talisman which would give the chosen ones the power they needed to fight evil. The talisman was in two parts that had to be joined for its magic to be used. The talisman was the way the chosen ones would recognize each other, for no impostor would be able to use the magic of the amulet. The amulet also kept the chosen ones from aging. Arkayz' half was hidden in the Hall of The Rock.

The enemies of Tuma could not destroy the talisman, but they cast a spell that made it impossible for anyone from Tuma to recover it from its hiding place. Arkayz has hired adventurers to get the talisman for him, but all have failed. Although he is a just and honorable man, Arkayz never reveals the nature of the talisman or his own true identity, unless absolutely necessary. As far as anyone else is concerned, Arkayz is a wise and eccentric wizard who long ago gave up adventuring to study philosophy and write poetry. If the player characters reach the Hall of The Rock, the magic that prevents Arkayz from entering The Rock will be broken. He can then recover the talisman even if the player characters do not. If the player characters succeed in their mission, Arkayz will at last have a chance to free his people. Once his part of the

talisman is recovered, Arkayz will know how to find his hidden colleague, and Arkayz and his colleague will work together to save the people of Tuma.

Although the talisman of Lirdrium Arkayz has considerable magical power, it is not an item that player characters will be able to use; the talisman was made for Arkayz alone. The talisman will be important to the adventure, however, if the party reaches The Hall of The Rock. Further information about the talisman is given in **PART 6**.

Notes for the Dungeon Master

This module is designed for 6 to 8 characters of levels 1 to 3. If your players do not have characters, they can use the characters in **PART 9**.

Journey to The Rock is different from most modules for the DUNGEONS & DRAGONS® Basic Game in that most of the adventure takes place in a wilderness setting. The module includes complete rules for handling wilderness encounters.

Please read this module thoroughly before beginning the adventure. Three trails lead to the party's destination, and you must be familiar with them all. In addition, this module includes several new monsters, which are fully described in "New Monsters."

Whenever non-player characters (NPCs) or monsters are used, their abilities are listed this way:

Name (number appearing): Armor Class; Hit Dice or Character Class and Level; hit points; Movement per turn (per round); Number of Attacks per round; Damage per attack; Save as Class/Level; Morale; Alignment; Other abilities (where appropriate)

Spells (listed by level)

Weapons and equipment when appropriate

The Dungeon Master's "Adventure Background" explains the purpose of the journey, and includes secret information about Lirdrium Arkayz (the major NPC) and about the city of Tuma. This information is not available to the player characters at the beginning of the module, but they may discover some of it during play.

Optional Encounters

Each of the three trails to The Rock has an Optional Encounter Table appropriate to the terrain. The optional encounters are intended to provide additional challenges or assistance for the player characters. You are

not required to use the optional encounters.

Some of the optional encounters are battle encounters or problems for characters to solve. In almost all cases, it is better to tailor an encounter to the condition and abilities of a party. An optional encounter that is too tough can ruin a game early. Some of the encounters reward characters for non-hostile play. If your player characters get severely hurt in a battle and need help, you can use a benevolent encounter to heal them or provide them with information. These encounters should be played in the order listed, because the characters can take action in some optional encounters that will have an effect on later optional encounters.

You can also use optional battle encounters to encourage player characters to return to the trails if they decide to march overland instead.

You are not required to use die rolls to decide on a type of encounter, although the tables are set up to allow you to do so. If you decide to use dice to determine when and which optional encounters occur, it is recommended that you make an encounter check for every six hours that characters spend traveling in the wilderness, typically at dawn, noon, dusk, and midnight. The tables are set up so that certain encounters can occur only at night.

The creatures listed in the night encounters are more numerous, and more likely to be hostile to the player characters. If your players ask about night travel, tell them that their characters, as "seasoned adventurers," know that the chances of a hostile encounter are higher at night.

The Rock glows at night. If the characters are traveling at night, they will be able to see the glow from a mile away.

When Characters are Killed

Sometimes, through bad luck or foolish play, a player character is killed. Losing a character is one of the "risks" of playing, but a player can become disappointed if his or her character is killed early in an adventure, before the player has had a chance to do much playing. A player need not be reduced to simply watching others play when his or her character is killed.

If you want to bring a player back into the game after his or her character is killed, create an encounter in which the remaining player characters meet an NPC adventurer who wants to join the party on its adventure. The player then runs the NPC as a new player character. The "Human" listing in the "Monster" section of the rules lists many

ways to introduce an NPC to the party. You can choose one of these reasons or create a different one.

The new player character should be one of the pre-generated characters included with this adventure. If all these characters are being used as player characters, use one of the sample characters listed on page 34 of the *DUNGEONS & DRAGONS®* Basic Rulebook. All of the characters on page 34 are first level characters. If you want to make the new character a 2nd or 3rd level character, adjust hit points, spells, and special abilities accordingly.

Additional Rules

Horses. The horses used in this adventure are war horses with the following statistics:

War Horse: AC 7; HD 3; hp 16 each; MV 120' (40'); #AT 2 hooves; D 1-6/1-6; Save F2; ML 9; AL N; XP 35)

A war horse does not normally attack unless the rider guides it. While guiding the horse's attack, the mounted character cannot attack or cast spells, but can take other actions (such as changing weapons or drinking a potion). When not ridden, a war horse will defend itself without guidance. Any character class can ride a war horse.

A war horse can carry 4,000 cn of weight at the normal movement rate, or up to 8,000 cn of weight at half the normal movement rate.

War horses can wear barding (horse armor) that gives them an armor class of 5, instead of the normal armor class of 7. Barding costs 150 gp and has an encumbrance of 600 cn.

Movement in the Wilderness. The number of miles a character travels per day in the wilderness equals the normal movement rate divided by 5. For example, a character who moves 90' per turn can travel up to 18 miles per day in the wilderness. The movement rate for mounted travel is figured in the same way. A character on an unencumbered war horse can ride 24 miles per day (120' divided by 5 equals 24).

A party in the wilderness must travel at the speed of its slowest member or else leave the slower adventurers behind.

The terrain a party moves through affects the distance it can travel in a day. The table below gives the change in movement for different types of terrain.

Terrain	Movement is...
On a good road	3/2 Normal
Clear, city, trail, grasslands	Normal
Forest, hills, desert, broken	2/3 Normal
Mountain, jungle, swamp	1/2 Normal

A party can move through several different types of terrain in a single day if its movement rate gives it enough movement to do so.

A party traveling in the wilderness can increase the number of miles traveled per day by using a *forced march*. A forced march increases the number of miles traveled per day by 50%. However, the whole day after a forced march must be spent resting.

Rest. Characters and mounts must rest one full day for each six days they spend traveling. Those who do not rest when required to do so have a -1 penalty on hit rolls and damage rolls until they rest.

Scale. This module includes encounters that take place in the wilderness. Unlike dungeons, the basic measure of wilderness distance is the yard. One yard equals three feet. The dungeon movement rate number is also used for outdoor movement, but the number is read as yards instead of feet. The distance moved in a combat round is also read as yards.

Missile and spell ranges are also read as yards in the wilderness.

The area affected by a spell is not read as yards! Thus, a *fireball* spell cast in the wilderness would have a range of 240 yards, but still affect an area 40 feet in diameter.

Encounter Distance. Encounters in the wilderness may begin at much longer distances than in dungeons. The distance may depend upon local terrain; a monster seen coming out of a ravine that is only 20 yards away is encountered at that distance. If uncertain how far away the monster is, roll 4d6 and multiply the result by 10. This number, 40-240, is the distance in yards at which the monster is first encountered.

Wilderness encounters that occur at night use standard dungeon encounter distances.

Surprise. This is handled in the same way as in the *D&D®* Basic Game, except that if either group is surprised, the encounter distance is 10-40 yards. If three or more creatures surprise a party, they may have moved into a circle around the party.

Abbreviations

AC = Armor Class
HD = Hit Dice
hp = Hit Points
MV = Movement
#AT = Number of Attacks
D = Damage
SA = Special Attacks
Save = Save As
ML = Morale
AL = Alignment
L = Lawful
N = Neutral
C = Chaotic
XP = Experience Points
F = Fighter
MU = Magic-User
Cl = Cleric
T = Thief
Dw = Dwarf
E = Elf
H = Halfling
NM = Normal Man
d = type of die
cp = copper piece
sp = silver piece
ep = electrum piece
gp = gold piece
pp = platinum piece
ST = Strength
WS = Wisdom
CN = Constitution
IN = Intelligence
DX = Dexterity
CH = Charisma
OL = Open Locks (Thief Ability)
FT = Find Traps (Thief Ability)
RT = Remove Traps (Thief Ability)
CW = Climb Walls (Thief Ability)
MS = Move Silently (Thief Ability)
HS = Hide in Shadows (Thief Ability)
PP = Pick Pockets (Thief Ability)
HN = Hear Noise

PART 2: STARTING THE ADVENTURE

The player characters begin the adventure in a small village two miles off the south edge of the map. This village is directly south of the Forest of Carm. When the party decides to visit The Manor, start them at the south edge of the map, at any of the three trails leading into the Forest of Carm. The player characters will not have any encounters on the trail leading to The Manor.

All boxed text in the "Player's Background" and elsewhere in the module is encounter or event description for the players. Boxed text usually comes before the DM's information for the encounter.

Read the boxed "Players' Background" to the players to start the adventure.

Players' Background

For weeks, you've been looking for adventure in this forsaken wilderness, with nothing much to show for it. It's autumn now, with winter fast-approaching, and you'll be in real trouble if you don't earn some treasure soon.

As you're finishing breakfast at a cheap inn, a traveler walks into the common room. In a loud voice he says, "Peace be upon you all! I, Hakeem the merchant, seek Hargath Stonehand and his worthy friends!"

If Hargath Stonehand is not a player character, use some other player character's name. If anyone decides to talk to Hakeem, he says,

"As I passed through Sylvanhome forest on the way here, I stopped at The Manor, a fine palace owned by the wizard Lirdrium Arkayz. His servant Jenlar Temlin paid me to look for you and deliver his message to you. The wizard needs adventurers to undertake a quest, and he is willing to pay well anyone who answers his call. The letter of his servant explains all. Good day, my friends." He lays a scroll on your table, then turns to leave.

Tell the player characters that they have heard local people talking about Jenlar Temlin—he has a reputation as a brave, honorable, and trustworthy fighter. Then give them Jenlar Temlin's letter and Jenlar Temlin's map. If the characters follow Hakeem out of the inn, they will see him preparing to ride away on a mule. If they question him further, he says that he believes Jenlar Temlin and Lirdrium Arkayz to be trustworthy, but he knows nothing else about them.

Hakeem the Merchant, normal human: AC 9; HD 1; hp 4; MV 120' (40'); #AT 1; D 1-6; Save NM; ML 6; AL L; XP 5

Hakeem is armed with a short sword, but he is not wearing armor. He carries 35 gp.

If player characters ask others (such as tavern patrons or innkeepers) about Jenlar Temlin or Lirdrium Arkayz, they will be told that both are highly respected. Arkayz is a philosopher, sage, and advisor. The characters can get directions to The Manor from anyone they ask.

THE FOREST

With Jenlar Temlin's map to guide you, you head for The Manor. Soon you enter the forest, following a narrow trail that leads to the north. The forest is bright with the red and gold colors of autumn, and fallen leaves carpet the forest floor. Sometimes you catch a fleeting glimpse of a rabbit or squirrel that flees at your approach. However, you see nothing, animal or monster, that could threaten you. The trail seems peaceful and safe. As dusk approaches, the trail opens into a large clearing. A majestic building of white marble stands in the middle of the clearing. The elegant house is not fortified or protected by a defensive wall. An open courtyard decorated with statues of heroic adventurers and fierce monsters surrounds the house. From the descriptions of the villagers, you know at once that this is The Manor of Lirdrium Arkayz—the start of your adventure.

No one is in sight. If the characters scout clearing, they will find nothing threatening. When they call out or try to enter, the doors of the house open silently.

THE MANOR

Two fighters answer the door. They say, "We have expected you. Jenlar Temlin is waiting to see you." They escort you into a lavishly-furnished room with a long table in the middle. A middle-aged man in a red robe sits at the head of the table. He rises when you enter. His hair and long, drooping mustache are red, and his eyes are green. He has the look of a tough, experienced warrior. He says, "I trust you had a safe journey. Evil creatures have learned not to bother us here. Welcome to The Manor. I am Jenlar Temlin. The terms

for hiring you are these: If you go to The Rock and bring its secret back, Master Arkayz will pay 400 gold pieces to each of you. You will also be able to keep whatever treasures you find along the way. Master Arkayz only wishes to have the secret of The Rock; he has no need for more wealth. We will provide war horses for all of you, if you do not already have them. You can start now or rest here overnight and set out in the morning."

Jenlar Temlin, Champion (7th Level Fighter): AC 6; F7; hp 42; MV 120' (40'); #AT 1; D 1d4 (+2 for magic weapon); Save F7; ML 9; AL L; XP 450
Combat Rolls: The hit rolls of a 7th level fighter are given in the D&D Expert game rules. If you do not have these rules, use the "4+ to 5" line on the Basic Game Monsters' Hit Chart. The saving throws of a 7th level fighter are given in the Basic Game Saving Throw Chart.

Magical Items: *dagger +2*, *ring of protection +1*
Other Notes: Jenlar Temlin is not wearing armor. His AC is due to a +2 dexterity bonus and to his magical ring.

2 Guards (2nd Level Fighters): AC 4; F2; hp 16, 14; MV 60' (20'); #AT 1; D 1-8; Save F2; ML 8; AL L; XP 20

If the player characters bargain for a higher price, you can raise the payment. The maximum Jenlar will pay is 500 gp. If they ask to speak to Lirdrium Arkayz directly, Jenlar tells them that "Master Arkayz is engaged in some magical experiments that cannot be interrupted."

Whenever the characters are ready to leave, Jenlar Temlin speaks to them a final time.

I have a warning to give you, one that might help you on your way. Master Arkayz wrote it himself and hopes that you will be wise enough to remember it, and use it when you need it."

Jenlar Temlin reaches into his robe and brings out a small scroll. He unwinds it, clears his throat and begins to read. "Golden dreams can quickly turn to nightmares filled with flames that burn. Dark clouds may not bring you light, but watch for silver linings bright. Strength is not as strength might look; remember falsely-covered books! Simple treasures won't grow old, and all that glitters is not gold." Jenlar winds up the scroll and adds, "Legends also say that the secret is in two parts, visible and invisible. Good luck to you all."

PART 3: THE WESTERN TRAIL

WESTERN TRAIL OPTIONAL ENCOUNTER TABLE

DAYTIME (roll d8)

Die Roll	Optional Encounter
1	Goblins
2	Sprites (in forest only)
3	Ogre
4	Boar
5	Wolf
6	Elves (in forest only)
7	Goblin Hunting Trap
8	Rat Pack

Goblins. (2d4) AC 6; HD 1-1; hp 3 each; MV 90' (30'); #AT 1; D 1d6; Save NM; ML 7; AL C; XP 5 each. Each goblin carries a spear and 2-12 ep. These goblins are a hunting band. If the player characters take prisoners, the goblins will tell them how to recognize and avoid the hunting trap (optional encounter 7).

Sprites. (6) AC 5; HD 1/2*; hp 3 each; MV 180' (60') flying; #AT 1 spell; D *curse*; Save E1; ML 7; AL N; XP 6 each. These playful and curious creatures will try to get the characters to play with them. If the party refuses, the sprites will scold them and fly away. If any character plays tag with the sprites for five turns, the sprites will return during the next hostile optional encounter and cast a *curse* on the party's opponents (-2 on hit rolls and saving throw rolls).

Ogre. (1) AC 5; HD 4+1; hp 19; MV 90' (30'); #AT 1; D 1d8+2; Save F4; AL C; XP 125. This ogre carries 40 gp. He threatens to attack unless the characters pay 80 gp as a bribe. If they do, he attacks anyway.

Boar. (1-2) AC 7; HD 3; MV 90' (30'); #AT 1; D 2d4; Save F2; ML 9; AL N; XP 35 each. These animals will not attack if a character throws food to them and leaves them alone.

Wolf. (1-3) AC 7; HD 2+2; MV 180' (60'); #AT 1; D 1-6; Save F1; ML 6; AL N; XP 25 each

Elves. (1d6+2) AC 6; HD 1*; MV 120' (40'); #AT 1; D 1-6; Save E1; ML 8; AL N; XP 13. Spell: *charm person*. These elves are a patrol that keeps on the watch for bandits or large monsters. Each is armed with a longbow, 20 arrows, and a spear. They all wear leather armor and have a -1 bonus on their armor class due to high dexterity. The elves have secretly followed the party. If the characters were kind to the sprites, the elves say that the sprites told them about it. They will also give a potion of *healing* to the party if a character is wounded. Otherwise, treat this as a normal encounter. The elves will reveal

themselves and demand to know why the characters are in the forest. If the characters claim to be adventurers seeking to slay evil monsters, the elves will be satisfied. If the party talks to the elves about The Rock, they say that they know nothing about it. The elves will then disappear into the forest. Characters will not be able to follow them.

Goblin Hunting Trap. This is a pit 20' square and 15' deep, intended to trap animals not adventurers. Dwarf, elf, and thief characters have an 80% chance to spot this pit; other characters have a 40% chance to spot it. Make the spotting roll even if no one is searching for a trap, because this trap is not hard to find. (If the characters took a goblin prisoner in an earlier encounter, he will tell them how to spot this pit automatically.) If the pit is not spotted, the lead player character automatically falls in and suffers 1d4 points of damage.

Rat Pack. (20) AC 9; HD 1 hit point each; MV 60' (30'); #AT 1; D 1-6 (no disease); Save NM; AL Neutral; XP 5 per pack). These rats live in a hollow log in the trail. If anyone rides or walks over the log or tries to move it, they will swarm out and attack. Their only treasure is a small gem worth 10 gp.

NIGHTTIME (roll 1d6)

Die Roll	Optional Encounter
1	Giant Bats
2	Giant Rats
3	Wolves
4	Ogre
5	Goblins
6	Dire Wolf

Giant Bats. (2d4) AC 6; HD 2; MV 30' (10')/180' (60'); #AT 1; D 1d4; Save F1; ML 8; AL N; XP 20

Giant Rats. (2d6) AC 7; HD 1/2; hp 3 each; MV 120' (40'); #AT 1; D 1-3 (no disease); Save NM; ML 8; AL C; XP 5 each

Wolves. (1d4+1) AC 7; HD 2+2; MV 180' (60'); #AT 1; D 1-6; Save F1; ML 6; AL N; XP 25 each

Ogre. AC 5; HD 4+1; hp 19; MV 90' (30'); #AT 1; D by weapon; Save F4; AL C; XP 125. The ogre is wearing a helmet made from the skull and antlers of a large stag. He carries two giant spears (D 1d6+2) as well as a club (D 1d4+2). If possible, he will throw both spears before closing to attack. He carries 52 gp and 5 pp.

Goblins. (2d4) AC 6; HD 1-1; hp 3 each; MV 90' (30'); #AT 1; D 1d8; Save NM; ML 7 or 9; AL C; XP 5 each. If the characters

killed all the goblins in the optional daytime encounter, these goblins are a specially-organized band out for revenge (ML 9). If the optional daytime goblin encounter did not take place or if the characters freed any prisoners, these goblins are a wandering bandit gang (ML 7).

Dire Wolf. (1) AC 6; HD 4+1; hp 25; MV 150' (50'); #AT 1; D 2d4; Save F2; ML 8; XP 125

Western Trail Encounters

All encounter descriptions in this section assume that the characters are traveling in daylight. If the characters decide to travel at night, you will have to modify encounter descriptions accordingly.

W1. HARPY CLEARING

The trail is about 20 feet wide. Overhanging trees block out most of the bright blue fall sky. The sun is still hidden by the tall trees, and only the bright sky lights up the forest. Rabbits, squirrels, and other small animals run among the trees, bushes and scrub. A few deer show their faces for a moment, then turn and run until their white tails vanish in the thick forest. The trail seems to be opening up just ahead. To your right the line of the forest is moving away to the north. You come to a clearing with bright green grass and some patches of fragrant wild roses. Suddenly, you hear singing, soft, fair voices singing to you, calling you to leave the trail and come to them.

All characters must roll a saving throw versus Spells. Those who fail their saving throw will become confused and immediately stop, taking no other action. They have been *charmed* by the song of two harpies (AC 7; HD 3*; hp 15, 13; #AT 2 claws/1 mace; D 1-4/1-4/1-6; MV 60' (20')/fly 150' (50'); Save F6; ML 7; AL Chaotic; XP 50 each) hidden in the tall trees of the Sylvanhome. Characters making a successful saving throw will not have to roll any further saving throws against the continued singing. The harpies will charge into the clearing and attack even if no one has been *charmed*. Harpies will ignore any *charmed* characters and attack the others first. They will still be singing even as they attack. *Charmed* characters will try to prevent others from attacking the harpies but *charmed* characters will not attack other player characters. The *charm* effects of the singing end when the harpies are killed. The first harpy to attack will be the one with the most hit points. She

PART 3: THE WESTERN TRAIL

drank a potion of *growth* before attacking. The potion doubled her size, and doubles the damage done by her attacks. Her hit points are not doubled. As she attacks she screams, "I am mighty Helgarth, queen of harpies! Who dares to attack the Wings of Death?" Helgarth wears a tiara worth 200 gp. The other harpy has no treasure.

Any character who searches the clearing for clues or further dangers will find a trail on the north side of the clearing that leads to encounter W2.

W2. LAIR OF THE HARPIES

As you search the clearing, you find a narrow trail leading north out of the clearing, in the direction from which the harpies came. This trail is narrow, about 5 feet wide, and is overgrown with weeds and brambles.

Some time ago, the harpies ordered their *charmed* victims to build a lair for them and cut a narrow trail from this clearing to the monsters' lair. The harpies themselves seldom used this trail, since they are able to fly. The trail makes it easier to get the harpies' victims back to the lair. Characters will have to go in single file on the trail. Those with horses will have to lead them by the bridle. A horse will suffer 1 point of damage from brambles and thorns unless the character protects the horse in some way (such as by covering it with a blanket).

The trail is tough going. Several times, fighters must use their weapons to clear the trail ahead. After twenty minutes of travel, the trail opens out slightly. Blood, feathers, and a broken mace lie on the trail.

The characters will find the harpies' latest victim in the lair. Twenty minutes after the characters find the signs of battle, the trail opens up again.

One mile from the Western Trail, an irregular clearing 80' in diameter has been cut and burned into the forest. Broken saplings and charred logs litter the ground. A cave about 40' square stands in the middle of the clearing, 20' away from you. The cave is built of boulders heaped around the overhang of a rocky outcropping. As you study this ugly scene, you realize that you no longer hear the sounds of small forest creatures that were so com-

mon elsewhere in the forest. Here, all is silence.

The cave entrance is 10' wide and is on the west side of the cave. The interior of the cave is dark. Anyone who approaches within five feet of the entrance will smell a foul stench from the filth and rotteness within the cave. Anyone who looks inside with infravision or normal light will see three small creatures inside the cave.

Filth, garbage, and gnawed bones are strewn about the cave. Three newborn harpies live amid this squalor. When they see you, the ugly creatures utter shrill cries and hop toward you, feebly flapping their tiny wings.

The little harpies (AC 9; HD 1/2; hp 1 each; MV 15' (5'); #AT 0; D None; Save NM; ML 7; AL Chaotic; XP 5) cannot harm anyone. However, they have all the evil instincts of an adult harpy.

A dead cleric lies in the back of the cave. His backpack contains three vials of holy water and a scroll with a *cure light wounds* spell.

The cave contains 40 gp, 300 ep, 200 sp, and one 50 gp gem.

The characters should now return to the Western Trail. This side trip to the harpy lair took forty minutes to travel a distance of one mile. The difficulty of traveling in untracked wilderness should be apparent to them.

W3. THE DIVIDED TRAIL

Before you the trail splits into three separate trails, one heading to the northwest; one going on due west; the third running to the southwest. Each trail, your map shows you, will lead you to The Rock. But it doesn't show what dangers you will face on which trail.

If the characters decide to leave the trail to risk a short cut, try to guide them back to the trail. If they continue through the wilderness, roll for wandering monsters. If they ask, tell your players that their characters can travel faster along the trails than by going overland. If necessary, move the encounter locations around so that the party will run into them anyway. The only encounters that cannot be moved are the sand spiders, the winged warriors and the crone of chaos. The water weirds, of course, can only be moved to another part of the river.

If the characters stay on the Western Trail, continue with this chapter. If they decide to use the Northern Trail go to **PART 4: THE NORTHERN TRAIL**. If they follow the Southern Trail go to **PART 5: THE SOUTHERN TRAIL**.

W4. THE CHAMELEON MEN

The trees of the Western Bough rise up on your right, tall and beautiful in their autumn shades. Likewise, Rendwood on your left is filled with color: red and yellow leaves, brown tree trunks covered with green moss, the blue of wildflowers, deep black shadows. After 3 1/2 miles, the Western Bough rolls away to the north; one half mile away, across a flat plain, stand tall mountains with snow-capped peaks shining in the sun. Your trail turns south and west, following the edge of Rendwood and heading for a narrow strip of flatland between the woods and the mountains. You travel for another mile when, suddenly, 10 strange looking humanoid creatures clamber clumsily out of the brush ahead of you. With awkward swiftness they form a line across the trail, blocking your path. They look like living rainbows, their tall and thin bodies striped with red, blue, green, orange, yellow, brown, black and white. Those closer to the trees of Rendwood are harder to see; they seem to blend right in with the forest. They wear loincloths, and carry long daggers. Each has a very small sack tied to his waist. One of the creatures holds up his broad hand. In halting Common, he says in a rasping voice, "This place is ours. Strangers pass only by leave of the Lord of Shade. Surrender your weapons and come with us. You cannot escape the judgment of the Omnerubesk."

The thin, awkward humanoids are chameleon men (AC 9; HD 2*; hp 11, 11, 10, 9, 9, 9, 9, 8, 7, 6; #AT 1; D 1-4; MV 120' (40'); Save F2; SA disappearance; AL Neutral; XP 45 each).

The chameleon men will wait for the reaction of the player characters; they will not fight until the characters attack, try to force their way past the roadblock, or try to escape. If that happens, the chameleon men will display a very unusual power. Five of the chameleon men will suddenly vanish and reappear behind the characters, cutting off any retreat; the other five in front will charge the party and attack. A chameleon man can either attack or use the vanishing move in a single round; he

cannot do both. There is no chance of reappearing chameleon men colliding with characters or with each other. If possible, the chameleon men will try to keep half of their number behind the party so that the player characters will be surrounded. They will attack player characters from behind when they can.

Throughout the battle, the chameleon men will call on the party to surrender or be killed for trespassing. If a chameleon man is killed, he will fall to the ground like a heap of old rags. When there is only one chameleon man left, he will vanish, but not reappear (unless he is killed before he can escape).

If the bodies of the dead chameleon men are searched after the battle, the characters will find 20 gp, 10 gp, and 2 gp on each.

If the player characters agree to surrender, the chameleon men will disarm them and take them, blindfolded and bound, to the mountain cavern of the chameleon men, encounter W5. If the characters defeat the chameleon men, ignore encounter W5.

W5. THE CAVERN OF THE CHAMELEON MEN

The chameleon men disarm you, and bandage your wounds. All of you are blindfolded, and your hands are bound behind you. You travel for what seems like a long time, but you cannot tell how long or how far. When your blindfolds are removed, you see that you are in a cave 60' long and 30' wide, with the entrance in the 30' side. There are two torches, in brackets, on each wall. Daylight shines outside the cave's entrance. Two chameleon men stand guard within the cave.

The two guards in the cave are named Kanreon and Thronik (AC 9; HD 2*; hp 11, 9; #AT 1; D 1-4; MV 120' (40'); Save F2; SA disappearance; ML 7; AL Neutral; XP 45). Two additional chameleon men (hp 9, 7) stand guard outside the cave guarding the party's horses. Kanreon and Thronik will not be hostile; they will even talk with the party, if any character wishes to talk with them. Allow the characters to speak with Kanreon and Thronik as long as they like. When they are finished, Kanreon leaves and talks to the Omnerubesk for a half-hour. When Kanreon returns, he and Thronik will take the characters into the main cavern to be judged.

The cavern is hundreds of feet wide and at least forty feet high; you cannot tell how

long it is. Sunlight streams into the cavern from shafts cleverly cut into the rocky ceiling, and from these slices in the rock the sunlight fills the cavern. You know you are far underground, for the air is chilly, and no wind stirs. Veins of precious metal and gem-bearing ores stripe the walls of the cavern like rocky rainbows. The floor of the cavern is filled with many different kinds of vegetable growth, from mushrooms as tall as houses to rainbow-colored trees that touch the very ceiling of the cavern. A waterfall roars in the distance, and you can catch a glimmer of it as the cleverly directed sunlight dances on its tumbling waters. The inhabitants of the cavern are tilling soil, picking fruit, and running errands—a typical day in the life of the chameleon people.

You are led into a small chamber off the main cavern. In the small chamber, a chameleon man sits on a throne carved from the rock itself. The stripes on his skin are faded with age, and he bears himself with dignity. Twenty armed guards protect him. He gazes silently at you, and Kanreon introduces him as Lemullar the Omnerubesk, Lord of Shade and Hue

The Omnerubesk (AC 9; HD 4*; hp 21; #AT 1; D unarmed; MV 120' (40'); Save F4; ML 9; SA disappearance; AL Neutral; XP 90) and his twenty spear-armed guards (AC 9; HD 2*; hp 9 each; #AT 1; D 1-6; MV 120' (40'); Save F2; ML 7; SA disappearance; AL Neutral; XP 45 each) never speak. Kanreon does all the talking for Lemullar; the Omnerubesk merely nods his head to show approval or disapproval of what is being said by both the characters and Kanreon.

You stand for a few silent seconds in the middle of the cavern. Then Lemullar gestures, and Kanreon speaks. "You were in our territory without the prior approval of the Omnerubesk. This is a crime and an insult against our people. But the Omnerubesk is generous; he offers you a chance to win your freedom. You have two choices: you can either pay a fine for what you have done, or one of you can duel one of our people in single combat."

The chameleon men demand that the party pay 2d6+6 x 10 gp for each chameleon man killed in the previous encounter. Characters may try to bargain, but the minimum the chameleon men will accept is 1d6+6 x 10 gp. If this price is still too high for the characters

to pay, the chameleon men will accept one player character as a hostage until the rest of the party gets enough money to pay the fine. All characters except the hostage will be freed. The hostage will be kept as an honored prisoner and will not be mistreated. The hostage will be released when the party returns with enough money to pay the fine.

If the characters are unable or unwilling to pay a fine and unwilling to allow a character to be held prisoner, a character must fight in single combat. Allow them as much time as they need to decide. If they choose combat, Kanreon explains further:

"This will be an "honor duel," an old way of settling disputes among our people. The two combatants will fight with special duelling clubs that only wound, not kill. You will be allowed to wear armor. No spells or magic are permitted for you. Nor can anyone else interfere in the honor duel. If you defeat our champion, you will be set free. If you lose, one of you will remain as hostage until the others return to pay the fine. Which one of you will be the champion?"

After the characters choose their champion, they will be led out to an arena area 30' square in the main cavern. The arena is guarded by 10 of Lemullar's guards and is surrounded by spectators. When the chameleon champion (AC 9; HD 2*; hp 12; #AT 1; D 1-4; MV 120' (40'); Save F2; SA disappearance; ML 12; AL N; XP 45) appears, there is a rousing cheer. The player character chosen as champion will be untied, and the two will fight it out. The chameleon champion will use his disappearing powers while the character is allowed armor. The chameleon champion will not surrender. The clubs cause 1d4 points of damage, but are not lethal. Anyone who is reduced to 0 hit points is unconscious, not killed. An unconscious character will revive in 2d10 minutes, and damage caused by the club will heal at the rate of 1 point per hour.

Whatever the outcome, the chameleon men will take the party back blindfolded and tied up to the place they first met (encounter location W4). If the characters left a hostage behind, the chameleon men will watch daily for the party's return.

W6. THE WESTERN BRIDGE

The land on both sides of the trail is hard and rocky. Jagged boulders and sharp



stones litter the ground. The trail remains smooth, however, and you have no trouble riding along it. A swift-flowing river crosses your trail, spanned by a bridge made of dull gray stone. An arch made of the same stone stands at the mouth of the bridge. Odd runes are carved into the arch. The runes are ancient, yet somehow familiar. Beyond the bridge the trail leads into a small stand of trees, which blocks your view of the terrain beyond it.

The bridge is guarded by two monsters placed long ago by the magicians of Tuma. Characters can cross the bridge safely only if they perform a simple ceremony known by all the people of Tuma. The arch was built as a warning to all who would try to cross. The characters will have to fight the guardians unless they decipher the runes and guess what they must do.

The inscription is in an ancient form of the common language. A character who casts a *read languages* spell can automatically read the runes. However, it is possible to read the runes without using magic. If a character tries to read the runes without using a spell, roll 3d6 and subtract 1. If the result is equal to or lower than the Intelligence ability of the character, the character can read the inscription. If the roll is higher than the Intelligence ability, the character cannot understand the runes. Each player is allowed only one try at deciphering the inscription without magic. The runes read: "Let no man cross the bridge without first giving to the water that which is its due."

All dwarf, elf, halfling, and female human characters can safely cross the bridge. However, a male human character can cross safely only if he pours some water into the river when he steps onto the bridge. If he tries to cross without doing this, the guardians of the bridge will attack.

The guardians are two snake-shaped water weards (AC 5; HD 3*; hp 14, 12; #AT 1; D 1+ drowning; MV 60' (20') in water only; Save F6; ML 12; AL Chaotic; XP 50). They attack from both sides of the bridge, one per side, and they attack only human males, and any other characters who attack them. They will also fight any character that tries to stop them from attacking the human males.

Any character who is hurt by a water weird will be able to read the runes on the arch automatically, even if the character had tried to read them before and failed. If such a character tries to read the inscription, read the following:

The arch, which was dull gray, is now as blue as the river and the strange monsters! You can now read the mysterious runes on the arch! They read, "Let no man cross the bridge without first giving to the water that which is its due."

When destroyed, the water weards lose their snake shapes and collapse into the river as a spray of water. They have no treasure.

W7. THE STEALTHY CRAFTSMAN

The trail narrows as you enter the rugged foothills of the Barkel Mountains. The trail sometimes winds or slopes upward, slowing you down, but the going is still fairly easy. After a few minutes of travel through this rugged landscape, you hear the quiet movement of someone or something else in the rocks about forty yards to your right. There is definitely something moving, something that does not want to be seen.

A character who goes into the rocks to investigate hears the creature run briefly, then stop. After five rounds, the creature begins moving again. This game of cat-and-mouse continues for 5 rounds. At that point, roll for surprise. If the party surprises the opponent, they will see him as he runs between two rocks. If the opponent is not surprised, he will come out of hiding unless the party has tried to use spells or missile weapons on him. Before he shows himself, he shouts, "Don't shoot! I'm coming out!"

You see a middle-aged dwarf with an iron-gray beard emerge. He is wearing a hooded brown cloak that matches the terrain. He does not seem to be wearing armor, and his only weapon is a hammer. He has a small sack and a large chisel thrust into his belt.

The dwarf's name is Dunnak Ironhammer, (AC 9; Dw 3; hp 18; MV 60' (20'); #AT 1; D 1-4; Save Dw 3; ML 8; AL L; XP 35) and he is the armorer for a small tribe of dwarves living in the Krayzen Mountains. He is here to mine some semi-precious gems (value 10 gp each) he uses to decorate the weapons and armor he makes. The gem vein is in a surface layer of rock; he simply chisels them out. He was moving through the rocks to lead the characters away from the gem vein; the characters will not be able to find it. Dunnak left most of the gems in a secure hiding place that

only he can find, but he is carrying four of the gems with him.

If the party attacks, run the combat normally. Dunnak will surrender if he fails a morale check.

If the party does not attack, Dunnak will be friendly and apologize for frightening the party, saying, "I had to be sure I'd be all right before I showed myself." Dunnak will not admit why he is here, saying that he is an adventurer himself. He offers to drink with the characters, and challenges a fighter (or dwarf, if there is one in the party) to a weapon-throwing contest. If the party agrees, he bets his gems against the party's money. Let the players decide how the contest will be run, as long as it is fair to both. If the character wins, Dunnak pays up cheerfully.

If the characters ask him about The Rock, Dunnak says only, "I've never been there, but I've heard that going there is a bad idea."

THE END OF THE TRAIL

You're approaching the end of your journey. Jenlar Temlin's map indicates that The Rock is less than two miles away. Barring any trouble, you should reach The Rock soon. The trail slowly bends until it is heading due north. Within a quarter-mile, however, the trail ends in a tangle of boulders and rubble. Ahead of you lies a land filled with huge boulders and thousands of rocks of every size and shape.

During the final battle, the defenders of Tuma caused avalanches and rockslides here, to slow the advance of the evil armies. The rubble has been partially cleared. Movement through here is still possible, although it will take the characters three hours to exit the square in which the trail ends. They will have to dismount and lead their horses, as this area is strewn with small sharp rocks that could injure a horse's hooves.

This ends **THE WESTERN TRAIL**. After a slow journey through the mountains the party will arrive at The Rock. From here go to **PART 6: THE ROCK**, where The Rock is described in detail.

PART 4: THE NORTHERN TRAIL

NORTHERN TRAIL OPTIONAL ENCOUNTER TABLE

DAYTIME (roll 1d8)

Die Roll	Optional Encounter
1	Wolf
2	Bog (in forest only)
3	Old Hermit
4	Boar
5	Old Camp
6	Avalanche (Krayzen Mountains only)
7	Goblins (Krayzen Mountains only)
8	Dwarves (Krayzen Mountains only)

Wolf. (1-3) AC 7; HD 2+2; MV 180' (60'); #AT 1; D 1-6; Save F1; ML 6; AL N; XP 25 each

Bog. The trail is blocked by a swampy area not shown on Jenlar Temlin's map. Recent heavy rains (as well as the water from an underground spring) have made this low-lying area impassable to armored characters or horses. Any armored character or horse who enters the bog will sink in 10 rounds unless rescued. The party will have to detour around the bog. This detour will require one mile's travel through the forest.

Old Hermit. As they approach a bend in the trail, the characters will hear the voice of someone talking to himself from around the bend ahead. When they round the bend, they see an old bald man, dressed in peasant's work clothes and carrying a long staff. The man is stooped, and has a rock in his hand. He will not notice the characters unless they say something or attack. If they approach him peacefully, he greets them cheerfully, saying that he hasn't seen his "old friends" in ages. The hermit is Stiv Jentir, formerly a powerful fighter who lost several experience levels while fighting a vampire (a powerful, energy draining undead monster). The horror of fighting the undead unbalanced Stiv's mind. Stiv has the following characteristics: (AC 9; F3; hp 20; MV 120' (40'); #AT 1; D 1d4 (treat staff as club); SA None; SD None; Save F3; ML 5; AL Lawful; XP 275). Stiv is talkative, cheerful, crazy, and perhaps dangerous. He will talk to the characters about absolutely anything. If asked about The Rock, he falsely claims to know all about it (and in his madness he believes he really does know). Roll 1d4 to see what he says about it.

1. The Rock is the lair of a huge dragon who owns the biggest treasure hoard in the world.

- The Rock is the burial place of kings who once ruled a magnificent metal city. Anyone who enters that royal tomb will be struck down by a curse.
- The Rock is a meteor that fell from the sky and crushed a castle on which it landed. The cellars of the castle are still intact and contain the spell books and magic items of a powerful wizard.
- The Rock is a prison for all kinds of terrible undead monsters who will be freed if anyone enters.

Boar. (1-2) AC 7; HD 3; MV 90' (30'); #AT 1; D 2d4; Save F2; ML 9; AL N; XP 35 each. These animals will not attack if a character throws food to them and leaves them alone.

Old Camp. This camp shows signs of having been used for several days. A great amount of gnawed bones, garbage, and filth are lying about. Near the dying embers of a campfire are the pieces of a broken stake which has had its point hardened by charring it in the fire.

This is a former goblin camp. The goblins spent several days resting here and making crude spears from the charred stakes.

Avalanche. As the party travels through the mountains they hear a splintering sound and a rumbling of rock high above them. Ask the players what their characters are doing, then count silently to ten. Characters who try to avoid being caught by the avalanche will automatically succeed. Characters who have not tried to avoid the avalanche by the time you finish the count must make a saving throw versus Death Ray. Success means that the character has escaped the avalanche at the last moment. Failure means that the character suffers 2d4 points of damage from falling rock. The avalanche blocks the trail. Anyone who turned back must spend 15 minutes detouring around the fallen rock.

Goblins. (2d6) AC 6; HD 1-1; hp 3 each; MV 90' (30'); #AT 1; D 1d6; Save NM; ML 6; AL C; XP 5 each. Each goblin carries two spears and 2-12 ep. These goblins are a raiding band, out for whatever easy loot they can get.

Dwarven Patrol. This patrol is searching for the goblin raiders, who have been attacking dwarvish travelers in the mountains. Each dwarf (AC 4; HD 1; hp 6 each; MV 60' (20'); #AT 1; D 1-6; Save D1; ML 8; AL L; XP 10) is armed with a war hammer and a light crossbow. If the characters have fought and killed all the goblin raiders (optional encounter 7), and can show the dead bodies or other proof, the dwarf leader will pay a reward of 20 gp.

NIGHTTIME (roll 1d6)

Die Roll Optional Encounter

1	Rattlesnake
2	Mysterious Noise
3	Giant Ferret
4	Rain
5	Goblins
6	Wolves

Rattlesnake. This encounter can occur only if the party camps for the night. A young (not fully-grown) rattlesnake slithers up to a character's body to stay warm for the night. When the character wakes up, the snake (AC 7; HD 2*; hp 3; MV 120' (40'); #AT 2; D 1-2 + poison; Save F1; ML 8; AL Neutral; XP 25) will still be there. On the first round, the snake is sluggish, both from the cold and from recently having eaten; the character automatically has the initiative, and the snake gets only one bite. If the character eases gently away from the snake, it will not bite. If the character rolls away quickly, the first bite will miss automatically. If the character attacks, conduct combat normally. Due to the age of the snake and the fact that it used venom in its earlier kill, saving throws die rolls against the poison are at +4.

Mysterious Noise. Over a period of a half-hour the party repeatedly hears a strange noise, as if something is trying to sneak up on them. When they search for the source of the noise, it stops, only to resume later. Nothing attacks them, but they will not discover the source of the noise.

Giant Ferret. A giant ferret (AC 5; HD 1+1; hp 4; MV 150' (50'); #AT 1; D 1-8; Save F1; ML 8; AL N; XP 15) sneaks into the party's camp and tries to steal any small object of value. If the party has set up a watch for the night, the ferret will not succeed; otherwise run the encounter normally.

Rain. The party is caught in a downpour that lasts a half-hour. Magical scrolls, bowstrings, maps, food, etc. must be protected from the rain or become useless for six hours.

Goblins. (2d4) AC 6; HD 1-1; hp 3 each; MV 90' (30'); #AT 1; D 1d6; Save NM; ML 7; AL C; XP 5 each. Each goblin carries a spear and 2-12 ep.

Wolf. (1-3) AC 7; HD 2+2; MV 180' (60'); #AT 1; D 1-6; Save F1; ML 6; AL N; XP 25 each.

Northern Trail Encounters

The Northern Trail cuts between the Sylvanhome forest and the Western Bough for about 3 miles before opening up onto Tuma Plain. The trees of the Western Bough are less dense than those of the Sylvanhome. More sunlight streaks the trees of the Western Bough.

N1. THE OGRE BAND

The Northern Trail seems more quiet and peaceful than did the stretch of trail before the fork. The trees are less thick in the Western Bough, and daylight streams through to light up sections quite cheerily. You are riding along very much at ease when there is a crashing sound in the underbrush and four huge creatures charge out of the brush 40' ahead of you. They wear rawhide tunics, helmets fashioned from the skulls and antlers of deer, and large sacks on their backs. They are about 10 foot tall and brandish huge wooden clubs. There are only four of them, but they look powerful. They spread out across the trail to block your path.

As the trees begin to thin out on both sides of the trail, four ogres (AC 5; HD 4+1; hp 19, 18, 18, 16; #AT 1; D 1-10; MV 90' (30'); Save F4; ML 10; AL Chaotic; XP 125) leap out from behind the trees about 40' down the trail from the party. The ogres stand 10 feet apart and form a semi-circle across the trail to block the party's path. They are bandits of a sort, out to rob unwary travelers taking the Northern Trail. They will fight until there is only one of them left, and this one will run away if he can.

The ogres are very confident that they can defeat the player characters. They do not all attack at once; the pair with the most hit points rushes forward to attack while the other two stand back to watch the fun and shout encouragement. The watching ogres will not attack until a player character uses magic or missile fire against any ogre, or until one of the fighting ogres is killed.

The ogres are not very intelligent and don't always use good tactics. You can have the ogres attack player characters at random (since the ogres are outnumbered) or have an ogre throw his club at a character who uses a missile weapon (the ogre must pick it up before he can attack again). If an ogre is fighting a mounted character, he might attack the horse instead of the rider. Tailor this encounter to the strength of the party.

Each ogre carries a large sack on his back.

The leader's sack holds 500 ep and 100 sp; the others have 300 sp and 300 ep in each sack.

If the characters allow one of the ogres to escape, they can track him back to encounter location N2. **THE CAMP OF THE OGRES**

N2. THE CAMP OF THE OGRES

You allowed the enemy to escape, following him slowly and carefully on foot, so he would not suspect you were still after him. There was little chance of that; the ogre was so panic-stricken he was not being careful, and in his haste he left a trail easy to follow.

You follow it for half an hour, dried blood, broken twigs, and scraps of rawhide as your guides. Finally, from a safe vantage point, you see a small clearing of sorts. There are no trees larger than saplings, but the underbrush is very heavy. Finally, you see it spread on the ground—the piece of tanned deerskin that marks the entrance to the ogres' lair.

The ogres used a natural fold in the ground to create a dugout lair. With a little extra digging (done by captives whenever possible), the ogres built a trench 12' deep, 20' wide, and 40' long. They used logs and fallen timber to form a roof, and covered that with the dirt they dug from the ditch. A rawhide skin covers the door in the roof of the dugout. The dugout is partially camouflaged by the scrub that grows naturally on one side of the ditch. The camp also contains two other pits: a deep one used for holding captives, and a shallow garbage pit that the ogres seldom use.

The fugitive ogre is hiding inside the lair, along with two female ogres and an ogre child. The fugitive ogre has used a potion of *healing* which reduced his wounds by 5 points. However, he is not expecting another battle.

Allow the characters as much time as they want or need to plan their attack. The entrance is narrow enough so that only one character at a time can get into the lair, and the characters cannot even be sure the ogre is inside. There are any number of means the party could use to force the ogre out of the lair. Whatever the characters do, the fugitive ogre will fight, trying to allow the others time to escape. If desperate, he will show offer the characters all the treasure in the lair—100 ep.

The ogre will try to keep secret the fact that additional treasure is hidden in the reeking filth of the garbage pit—three 100 gp gems, 100 pp, a potion of *invisibility* and a potion of *healing*. The ogre hid them there, hoping

that no human would want to rummage in his trash.

N3. TUMA PLAIN

Once out of the woods and past the ogre band the characters enter Tuma Plain. This is a wide stretch of flatland with tall, waving grass like green wheat growing everywhere but on the dirt trail. About three miles due west the black walls of Tuma rise about the landscape.

The trail leads through the deserted city of Tuma. However, some characters may decide to avoid Tuma by going across the plain and through the Krayzen Mountains. If they do so, you should make two wandering monster checks every hour the party is off the trail. (Evil monsters seldom dare to enter Tuma, but often lie in wait near it, hoping to ambush adventurers as they leave the city.) If characters approach within a half-mile of the city, they will be intercepted by five flying objects.

N4. THE WINGED WARRIORS OF TUMA

The city stands about a half mile away, its black walls gleaming in the light, forbidding and menacing. The air is cold, as if winter had suddenly descended upon you. The tall grass stirs slightly in a soft, but frigid breeze. You see coming from the dark walls several flying objects. As they speed nearer, you can see that there are five huge bird-like creatures approaching. When they are 100 yards from you, you see there are five winged human shapes approaching. The wings are attached along their arms from wrist to armpit, and extend down the sides of their bodies, so that they fly with their arms extended. The bodies of the creatures are faceted, made of some mineral or jewel-like material. They carry no weapons that you can see. They circle like gleaming vultures above you, and stare at you as if studying you. Then one of them speaks in a loud, cold voice that freezes your heart. "Halt, travelers, and go no further. None may enter the city of Tuma unless they be friends proven. Speak now the Secret of The Rock and you may enter safely the majestic city."

These are the Winged Warriors of Tuma, a type of living statue (AC 5; HD 2*; hp 12 11, 11, 10, 10; MV 60' (20')/180' (60') flying; #AT 2; D 1-6/1-6; SA None; SD immune to *sleep* spells; Save F2; ML 11; AL Lawful). The winged warriors say nothing else and

PART 4: THE NORTHERN TRAIL

answer no questions. They circle above the characters and wait for the party to give the proper answer or leave. If after 10 rounds the party has said nothing, and have not turned away, the winged warriors will attack.

The winged warriors must land to fight. They cannot fight in midair because their weapons are the razor-sharp edges of their metal wings. They usually swing their arms backhanded, causing a powerful slashing blow. A winged warrior can attack with each wing in a single round. Since their only function is to guard the city of Tuma, they will not pursue if the characters try to flee. If the characters try to destroy them with missile fire, the winged warriors will fly out of range and continue to watch the characters. The winged warriors will not bother the characters again unless the party attempts to approach Tuma again.

If the winged warriors are defeated, the party may ride to Tuma. If the party chooses to turn back and take another trail to The Rock, go to the appropriate section of the module and pick up from there.

If the player characters choose to march overland through the Krayzen Mountains toward The Rock, create two or three additional encounters for them. You can use the Optional Encounters included at the beginning of this section, or you can create your own, based upon the party's current condition and their chosen route through the mountains. Remember that an encounter should be interesting, and does not have to be lethal.

N3. TUMA

DM's Notes on the City of Tuma

When the city of Tuma was founded, it was ruled by kings, but after centuries the real power of government was vested in an elected council of magic-users. Under their rule, the use of magic was common and the signs of this are visible everywhere. The roads are metal, not dirt or cobblestone, and many of the buildings are also made of metal. Some of the buildings are hundreds of feet tall. The player characters in this module have no way to get inside any of the buildings during this adventure, for there are no doors or windows in any of the buildings. The buildings in Tuma were sealed by magic in preparation for a siege by evil armies. If the characters search for secret doors, they will find none. A character who casts a *detect magic* spell will discover that everything in the city seems to be magical. This is because powerful spells have been cast on the city. In addition to the spells cast by the defenders, the attackers laid

their own magic upon Tuma. The evil magic removed the inhabitants of the city to another plane of existence, where they are still imprisoned. Later, the city itself was removed, in hope that Tuma would be completely forgotten. The enemy magic has weakened over the ages, so that Tuma sometimes reappears on this plane of existence for brief periods of time.

The description of Tuma has deliberately been left vague. If you choose to add it as a place of mystery in your campaign, the city is a source of many potential adventures. By having the city reappear infrequently, you can create adventures here for characters of any level.

When you pass through the open gates of Tuma, you find the dirt trail has become a road of metal, dull and grey. Your horses' hooves make no sound as they walk along this metal road. Although not broken or cracked, the road shows the marks of time and disuse. To your left and right are farmlands now overgrown with tall weeds and untrimmed bushes. What once might have been orchards are now tangles of briars and shrubs, and what once had been neatly plowed fields are now disorderly gathering places for milkweed, thorn bushes, dandelions, creeping vines and wild roses. You see tall buildings in the distance ahead. You pass through the overgrown croplands until you reach the tall, neatly built dwellings of the city proper. The buildings of the city seem to be intact; there are no ruins that you can see from the trail. You cannot see any doors on any of the buildings; how someone would get inside is a mystery. Something about this deserted city disturbs you. You see and hear nothing threatening, you are apparently alone, yet you feel that you are not alone. Your eyes tell you there is nothing here, but some thing or person hides just beyond the reach of your senses. The grey, tarnished buildings frown at you. The city seems alive with its curious deadness; nothing stirs; nothing moves; everything speaks of the city being without people. Yet the feeling that there are people in Tuma persists.

The disaster that befell the city of Tuma created the conditions for the existence of a ghostly horde. The horde is an evil-looking mockery of the Tuman army, consisting of horsemen armed in the style of the Tuman army of ancient times. This horde is actually an illusion which may appear due to the fear of

player characters as they pass through the city.

The party's uneasiness increases after they travel a mile into the farmlands. Starting with the characters with the lowest Wisdom score, and working up to the characters with the highest Wisdom, write and pass a note to each player telling him or her that the character is sure that the party is being watched or followed by someone that cannot be seen. Have each player roll 1d20, but do not tell them what the roll represents. (The die rolls are actually meaningless, but the note-passing and unexplained die rolls should make the players as nervous as their characters.) When the party reaches the city proper, write and pass a note to the character with the lowest Wisdom. The note reads, "There are eyes everywhere; tiny dots and flickers of red light poking through the dreary greyness of the city." Let the players decide whether or not they will share the information contained in the notes they receive.

At this point, the encounter should be run by the round. Ten rounds after the first exchange of notes, each character must roll a saving throw versus Wands. Those who fail their saving throw see an illusion created by their own fear; those who succeed see nothing, and cannot be affected by the illusions of the city. Write out the following note and give it only to the characters who failed their saving throws: "There are hundreds of grey, shadowy horsemen, blocking the trail. Their eyes are dull red, like a dying fire. They have long, curved swords that burn with sickly, greenish-yellow flames. They smile at you and beckon you forward."

The ghostly horsemen (AC 4; F3; hp 20; MV 120' (40') mounted; #AT 1; D Special; Save F3; ML 12; XP None) are mounted on ghostly war horses identical to the ones the characters ride. These characteristics are used only if a panicked character chooses to fight a ghostly horseman when the latter attack. There will always be one horseman for each character failing a saving throw.

At this point, nothing else happens; some characters feel edgy while others swear they have seen something menacing; horsemen hungry for blood and battle. Ten rounds after the first saving throw, have each character roll another saving throw versus Wands. Ignore the rolls of those who succeeded with their first saving throw; this saving throw applies only to characters who failed the first time. If a character failed the first saving throw, but succeeded in the second, the illusion fades from his or her view; the character cannot be affected any longer by the illusion. Those who fail both saving throws see the horsemen line up, ready to attack. Give them



PART 4: THE NORTHERN TRAIL

a note reading: "The horsemen are slowly guiding their horses towards you. They howl angrily, 'Blood! Blood! More blood for Tuma's Lost!' Their weapons begin to glow more brightly."

Ten rounds later, all characters must make a third saving throw versus Wands. As before, ignore the rolls of those who cannot be affected by the illusion. Give a note to panicked characters who fail the third saving throw. The note reads: "The horsemen charge, their weapons glowing with a sick green pallor. The horsemen shout, 'Blood for Tuma's Lost! Blood for Tuma's Lost!'"

At this point the party faces a difficult decision: to go on in spite of what certain characters see, or to turn around. If the party opts to turn around, it must leave the city proper before the ghostly horsemen disappear from the sight of those who have seen them; that is, the party will leave the city the way it entered and be again among the farmlands of Tuma. If this happens, the party must repeat all the saving throws, with the possibility that all characters might again see the horsemen, if failing their saving throws, or see nothing, if making their saving throws. The party will have three tries at crossing the city proper; after that, all will see the horsemen as soon as they enter the city proper, and the ghostly horsemen will attack. If the party decides to go on even with some characters seeing attacking horsemen, then only those characters seeing the horsemen will be attacked.

Fighting illusions is no easy thing, and the following will happen when the ghostly horsemen attack. A character struck by a horseman must make a successful save vs. Wands or fall unconscious for 1d4 turns. But the characters are fighting a fear-born illusion; to the other members of the party it will seem as if their companions have gone mad and are fighting the air. Normal combat procedure is to be followed for the attacks of the horsemen and those fighting them. It is possible that characters could hurt one another in this combat, especially by using spells or missile fire. All attacks cause normal damage to a ghostly horseman; the panicked character expects this. If a character slays his or her ghostly opponent, the fear effect is cancelled. The victorious player cannot be affected further by the illusion except by chasing a character who flees from it.

However, the party may strike upon the simple solution to this problem; it may choose to blindfold those characters seeing the ghostly horsemen. If this is done, the blindfolded characters will hear the ghostly horsemen shouting gladly: "No blood for Tuma's Lost, but perhaps hope for the future.

Cleverness and courage can save Tuma's Lost!" Hand this cry to the blindfolded characters' players on a note. The party crosses the city proper safely and then travels without incident across the remainder of the city and its farmlands.

If a player character flees, the party will have to decide whether to let the character go or pursue and keep the party together. Pursuit will mean that the party will have to retrace its steps and reach The Rock by another route, for once combat has occurred between a character and the horsemen, the horsemen will be seen by all if the party chases after the fleeing character; then all characters will have surrendered to the fear of the one character. In this event there is no second chance to cross the city proper, even if this is the first time the party has tried to cross Tuma. Combat with the horsemen erases all chances of crossing the city proper, unless the fleeing characters are abandoned!

Other means of combatting the illusion are certainly possible, including the use of *remove fear* spells, which will immediately cancel the effects of the illusion.

N6. THE ABANDONED HUT

You leave the mysterious city behind you and continue along the Northern Trail. You travel for a half-mile along the trail and see a thatch-roofed stone hut ahead. From here you can see that the door to the hut is open.

If the characters enter the hut to investigate, read the following.

The hut is deserted, but was obviously a family's home. A layer of dust covers everything, but the hut does not look abandoned. All the furnishings—bed, table, benches, chests, and crib—are in place. Four unfinished meals are on the table, and an iron pot in the fireplace holds a congealed stew. Clothes, cloaks, and other possessions hang on pegs driven into the walls. Everything is neat and tidy. There are no signs of battle or struggle; the lock on the door has not been forced. There is no sign of the people who once lived here; it is as if they disappeared.

This was once the home of a peasant and his family. When the family saw the city mysteriously appear a half-mile away, they were stricken with panic and fled, leaving everything behind except a few copper pieces, some hunting weapons, and the clothes they

wore.

The characters can search the hut as long as they choose. They can search for specific items if they like; they will find no treasure or weapons, but they can take common household items. The family was poor; all of the items in the hut are of cheap materials and poor workmanship. None of it can be sold for a profit.

THE END OF THE TRAIL

You are relieved to leave the city of Tuma and the empty hut far behind you. As you ride through the Krayzen Mountains toward The Rock, you discover to your disappointment that the trail ends abruptly in a jagged tangle of rock and rubble, forcing you to go through mountainous terrain to reach The Rock.

As with the Western Trail, the people of Tuma deliberately destroyed the Northern Trail south of the city to cut off a potential attack route by which Tuma's defenses could be outflanked.

This ends **THE NORTHERN TRAIL**. If the party has come this way, advance to **PART 6: THE ROCK** and proceed with the adventure. The next chapter deals with the Southern Trail.

**IN THE NAME OF LIRDRIUM
ARKAYZ,
I, JENLAR TEMLIN, OFFER GREET-
INGS**

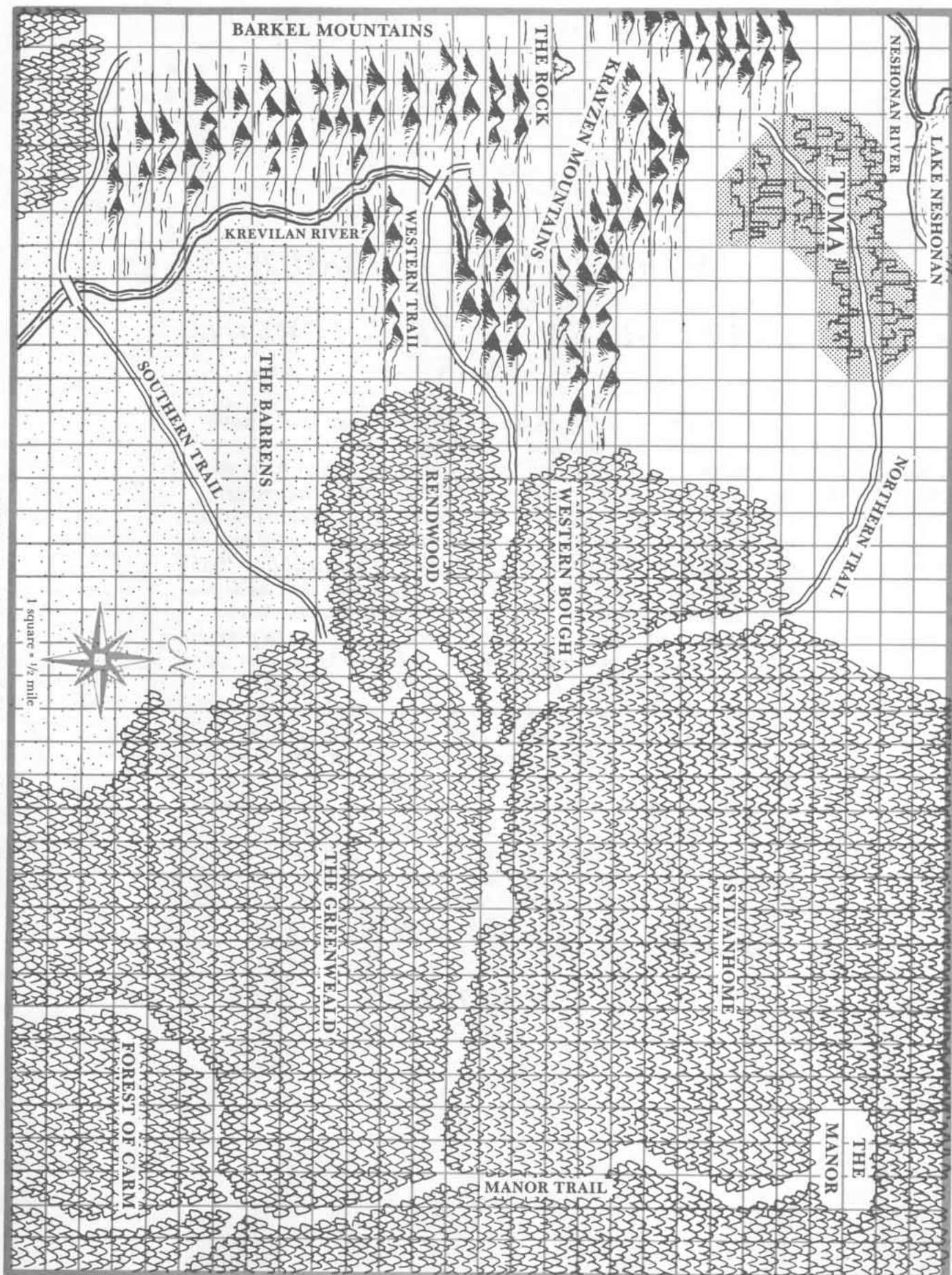
I have given this letter to the worthy Hakeem, and I hope that the letter has reached you promptly.

In younger days, I sought gold and glory through adventure, but now I manage the affairs of The Manor for the wizard Lirdrium Arkayz. Lirdrium was also once an adventurer like yourselves, but now he devotes himself to philosophy and the discovery of forgotten secrets and ancient magical lore. Sometimes, he hires bold adventurers to obtain lore that he is too busy to get for himself. It is for this reason that we have sought you out. Master Arkayz needs adventurers to perform a certain task. When a man from the village told me you were there, I hired Hakeem to find you. I think that Master Arkayz' offer will be an adventure to your liking.

To the west of The Manor, there stands a solitary crag known only as The Rock. According to legend, The Rock holds a powerful, ancient secret. No one knows the secret, but Master Arkayz wishes to add it to his knowledge. Master Arkayz believes that you have the skill and courage to uncover that secret and bring it back to him. The quest will be difficult and dangerous, but great and lasting treasure will be yours if you succeed. I invite you to come to The Manor as the guests of master Arkayz. When you arrive, I will explain in more detail what the quest involves.

JENLAR TEMLIN

JENLAR TEMLIN'S MAP



PART 9: PREGENERATED CHARACTERS

Hargarth Stonehand 2nd level Dwarf

ST 16 WI 10 CN 12
IN 9 DX 9 CH 14 hp 15

AC 2 (plate mail and shield)
Weapons war hammer (1d6), dagger (1d4)
Adjustments +2 Strength bonus to hit rolls, damage rolls, and when opening doors
+1 adjustment to reactions

Viviel 3rd level Thief

ST 9 WS 11 CN 16
IN 9 DX 18 CH 9 hp 15

AC 4 (leather armor, +3 Dexterity bonus)
Weapons short sword (1d6), sling (1d4), two daggers (1d4)
Adjustments +3 to hit with missile weapons

Katanya 1st level Fighter

ST 13 WS 10 CN 13
IN 12 DX 11 CH 15 hp 8

AC 2 (plate mail and shield)
Weapons spear (1d6), short bow (1d6), two daggers (1d4)
Adjustments +1 Strength bonus to hit rolls, damage rolls, and when opening doors
+1 adjustment to reactions

Volshalla 2nd level Cleric

ST 10 WS 15 CN 11
IN 10 DX 12 CH 14 hp 10

AC 2 (plate mail and shield)
Weapons mace (1d6)
Adjustments +1 on saving throws against magic
+1 adjustment to reactions
Spells cure light wounds

Medriev 2nd level Elf

ST 16 WS 16 CN 9
IN 15 DX 12 CH 10 hp 9

AC 2 (plate mail and shield)
Weapons short sword (1d6), three daggers (1d4)
Adjustments +2 Strength bonus on hit rolls, damage rolls, and when opening doors
+2 bonus on saving throws against magic
reads and writes one additional language
Spells hold portal, magic missile

Wolkenz 2nd level Fighter

ST 12 WS 12 CN 11
IN 9 DX 10 CH 9 hp 12

AC 2 (plate mail and shield)
Weapons sword (1d8), hand axe (1d6)
Adjustments none

Peldor Homeheart 1st level Halfling

ST 17 WS 10 CN 13
IN 9 DX 13 CH 12 hp 7

AC 1 (plate mail, shield, Dexterity bonus)
Weapons short bow (1d6), hand axe (1d6), sling (1d4)
Adjustments +2 Strength bonus to hit rolls, damage rolls, and when opening doors
+1 bonus to hit with missile weapons

Yilil-Aylen 2nd level Magic-user

ST 9 WS 10 CN 18
IN 18 DX 14 CH 16 hp 12

AC 8 (no armor, Dexterity bonus)
Weapons two daggers (1d4)
Adjustments +1 to hit with missile weapons
+2 adjustment on reactions
+3 additional languages
Spells charm person, protection from evil

Viviel

Alignment: Neutral

Viviel stands 5'8" tall and has short blond hair. She is cheerful and tries to get along with everyone. She prefers to take her share of treasure in gems or jewelry, because "coins are too heavy to carry around." She is cautious and never does anything recklessly.

She carries two small gems worth 10 gp each.

Thief Abilities

OL 25	FT 20	RT 20	CW 89
MS 30	HS 20	PP 30	HN 1-3

Volshalla

Volshalla is a young cleric in her early 20s. She is devout and takes her responsibilities very seriously. She believes that her actions set a good example for others. Volshalla loyally supports those she adventures with, but does not like to kill unless it is necessary.

Volshalla carries 10 gp.

Wolkenz

Alignment: Lawful

Wolkenz is a rugged-looking man in his mid-30s. He stands 6'3" tall. For many years he was a bodyguard for a rich merchant. He was poorly-paid and unfairly treated despite his loyalty. He finally quit in disgust and now seeks wealth as an adventurer. He regards disloyalty to comrades as the most evil of betrayals.

Yilil-Aylen

Alignment: Neutral

Yilil-Aylen is a self-confident, somewhat boastful young magic-user. He could have stayed with a tutor for more advanced training, but he became bored with classroom studies and wanted real combat experience. Yilil believes that he is equal to any situation.

Hargarth Stonehand

Alignment: Lawful

Hargarth stands 4' tall and weighs 140 lbs. He is middle-aged, but time has not dulled his fighting skill. Hargarth is always in the forefront of battle; he believes he must set an example for others. Hargarth is stern and lacks a sense of humor. Practical jokes at his expense send him into a mighty rage.

He carries 20 gp.

Katanya

Alignment: Lawful

Katanya stands 5'10" tall and weighs 140 lbs. She has a strong sense of right and wrong and often speaks her mind no matter what others think. She has a scar from an old wound across her forehead. She loves the challenge of adventuring, and is willing to go anywhere if an adventure catches her fancy.

Medriev

Alignment: Neutral

Medriev stands 5'6" tall, and weighs 125 lbs. His hair is blond, streaked with silver. He spent some time teaching the art of sword-fighting to other elves but has since gone out on his own. Although he uses spells, he trusts fighters more than magic-users. He gets along well with halflings, but does not like dwarves.

He carries 13 gp.

Peldor Homeheart

Alignment: Lawful

Peldor loves the excitement of an adventurer's life, but when things are not going well, he sorely misses the peace and quiet of his little valley. Peldor loves to hear and read old legends of fabled treasures, fierce monsters, and mighty heroes.

He carries 12 gp.

PART 5: THE SOUTHERN TRAIL

SOUTHERN TRAIL OPTIONAL ENCOUNTER TABLE

DAYTIME (Roll 1d8)

Die Roll	Optional Encounter
1	Horned Chameleon Lizard
2	Mountain Lion
3	Sandstorm
4	Poisoned Spring
5	Gnomes
6	Nomads
7	The Mirage
8	The Unburied Treasure

Horned Chameleon Lizard. This encounter can happen only if the characters stop and dismount for a meal or rest. The lizard (AC 2; HD 5*; hp 30; MV 120' (40'); #AT 2; D 2d4/1d6; Save F3; ML 7; AL Neutral; XP 300) darts from a nearby clump of rocks and attacks one of the characters' horses. If the horse is tethered, the lizard gets a +2 bonus on all hit rolls; if the horse is untethered, it immediately panics and runs. The lizard will attack (or chase) the horse until a character attacks the lizard.

Mountain Lion. This encounter occurs when the party is on or near the trail. The characters see a rocky outcropping about 10' high and 50 yards long, ahead of them. When they are 20' away, they see one mountain lion (AC 6; HD 3+2; hp 17; MV 150' (50'); #AT 3; D 1-3/1-3/1-6; Save F2; ML 8; AL Neutral; XP 50) climb to the top of the rock and stand watching the party. The cat is curious, but not interested in fighting. If no one attacks it (with weapons or spells) it watches them for two rounds, then turns away and climbs down into the outcropping. If anyone attacks, the cat will spring at the party and fight fiercely. If the characters kill the lion and search the outcropping, all they find are the remains of the lion's latest meal.

Sandstorm. This can occur only in The Barrens. For a half-hour the party sees the weather become hot; the suns is hidden by black clouds. Grains of sand sting their faces as the wind rises. They have ten rounds in which to find shelter from the coming sandstorm (they automatically find shelter if they look for it during that time). After ten rounds, the sandstorm begins. It lasts for a half-hour. Unsheltered characters and horses suffer 1-3 points of damage from stinging sand.

Poisoned Spring. The characters see the pieces of a large broken pot lying next to a patch of white sand. Investigating, they find that the white sand is the outlet for a natural

spring. If anyone drinks, he finds that the water is clear and cold. The character will become sick in a half-hour (-3 penalty on Hit Rolls for two hours) because the white sand is a poisonous chemical. Underneath the broken pot, partly buried in the sand, is a sign that reads "DANGER: Bad Water!"

Gnomes. (2d6) These gnomes (AC 5; HD 1; hp 5 each; MV 60' (20'); #AT 1; D 1-6; Save D1; ML 8; AL Neutral; XP 10 each) are unsuccessfully searching for a pair of bugbear prisoners who escaped from them. They tell the party that the bugbears have been attacking travelers at night to get food and weapons. The gnomes are armed with spears and crossbows.

Nomads. (14) This small band of normal humans (AC 9; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-4; Save NM; ML 6; AL Neutral; XP 5 each) are leading a herd of 60 goats, 15 male, 45 female and young (AC 7; HD 1; hp 3 each; #AT 1 (males only); D 1-4; Save F1; ML 5; AL Neutral; XP 10) to grazing land on the shores of Lake Neshonan, north of Tuma. If characters ask about The Rock, the nomads know only what the characters already know. The nomads are armed with clubs. The total treasure in the group is 40 gp.

The Mirage. The party sees a vast mountain miles away in the deserts wastes. The mountain is crowned by a fortress, a fortress carved from the rock of the mountain rather than built of stone blocks. To reach it, the characters must leave the trail and march into the desert. If they do so, the mountain will always seem the same distance away.

The Unburied Treasure. Use this encounter only after the Sandstorm encounter. The party sees a gleaming piece of metal a few hundred yards off the trail. The party can dig it out with an hour's worth of work. The object is a locked iron chest partly uncovered by the sandstorm. Inside are 500 cp, 4 silver daggers, a shield covered in green dragon hide, and a cursed scroll that deafens the reader for 2 days.

NIGHTTIME (roll 1d6)

Die Roll	Optional Encounter
1	Rock Baboons
2	The Wail in the Night
3	Dire Wolf
4	The Skull
5	Fugitive Bugbears
6	Evil Omen

Rock Baboons. The characters encounter a

pack of 12 baboons (AC 6; HD 2; hp leader 14, others 9 each); #AT 2; D 1-6/1-3; Save F2; ML 8; AL Neutral; XP 20 each) out foraging for food. While the rest huddle uncertainly, the leader advances to challenge the party, screaming, baring his fangs, and beating the ground with his club. If the party rides a short distance out of the pack's path, they will be safe. If they do not turn aside, the pack will attack.

The Wail in the Night. As the characters camp for the night (or on the trail if they are moving at night), they feel a cold, damp wind rising and hear a low, evil moaning that lasts for several seconds. Their torches and lantern flicker. (This is actually an effect of wind passing through weird rock formations sculpted by countless centuries of erosion. This eerie occurrence poses no threat to the party.)

Dire Wolf. This prowling wolf (AC 6; HD 4+1; hp 28; MV 150' (50'); #AT 1; D 2-8; Save F2; ML 9; AL Neutral; XP 125) has not had prey for days. He attacks savagely.

The Skull. Use only if the party is traveling at night. They find a bugbear skull, mounted on a spear thrust point-first into the ground. A sign reading "BEWARE" in Common is attached to the spear. (This grim item was placed by the gnome patrol as a warning to travelers that bugbear marauders were on the loose.)

Fugitive Bugbears. Two ragged-looking bugbears, Gorbash and Grullkk (AC 5; HD 3+1; hp 20, 18; MV 90' (30'); #AT 1; D 1d4+1; Save F3; ML 9; AL Chaotic; XP 75 each) try sneaking into the party's camp to see what they can steal. They are armed with crude clubs. If the party attacks, make a morale check for each bugbear each time it is wounded. A bugbear who fails a check will surrender if it can. Each has a prison shackle and a broken chain around one ankle. They escaped from the gnome mines, where they were sent when gnomes caught them as robbers. They offer to serve the party, if the characters protect them from the gnomes, but they will run away when they can.

Evil Omen. The party sees thousands of black bats fly swiftly overhead, heading in the direction of The Rock. (These are normal bats; they live in a cavern near The Rock.)

Southern Trail Encounters

S1. THE WORDS OF THE ENLIGHTENED ONE

You ride easily on the southern branch of the trail. While keeping a watchful eye all

PART 5: THE SOUTHERN TRAIL

around you, you are able to thoroughly enjoy the sights and sounds of an autumn forest. Then from close ahead, you hear harsh, labored breathing, and a steady tapping noise. Your horses snort and their ears flatten, as if they've caught some foul scent. Then, the reason comes staggering into view. A withered old man, leaning heavily on a staff comes from around a bend in the forest and lurches toward you. His head is bent; he sees only the ground before him. Slowly, he seems to realize that he is not alone. His head snaps up, and you look into his wild, crazed eyes. He flings both arms wide, almost falls, and screams, "STOP!"

Unless a character attacks immediately, the ragged wanderer continues speaking.

"I have waited! Pondered! Searched! Suffered! Seen! From the furnace of desolation I have come, bearing the truth that is mine alone! Leviathan is come, and the boundaries of earth and air, fire and water, shall be swept away! Twoscore minions has he, and they shall smite down the doers of evil, as a woodsman fells the oak and pine! With the strength of a giant and the voice of an army, he is come! BEWARE!"

The old man waits to see whether or not the characters are impressed. The old man's clothes are tattered, and his limbs are gaunt and frail. However, his eyes burn with the power of a vision long-awaited. This is Rahg El-Mahr (AC 9; HD 1; hp 8; MV 90' (30'); #AT 1; D Unarmed; Save NM; ML 10; AL Neutral; XP 5). He went into the desert a week ago, without food or water, to seek the inner truth. Finally, he saw a vision, of a great sea creature moving effortlessly across land. (He does not realize that what he really saw, from a distance, was the gnomish ship from encounter S2. If the characters seem to disregard his warnings, he denounces them as "deluded minions of the Outer Darkness, doomed to the squalid deaths that all doers of evil deserve.")

Rahg El-Mahr carries no treasure (as an enlightened bearer of the "inner truth" he is above such things). If a player character attacks him, make a morale check for Rahg. If the check succeeds, Rahg will fight as a berserker (+2 on all Hit Rolls). If he fights, he uses his staff as a club (D 1-4). If the morale check fails, Rahg will not resist, accepting death as the price for learning the "inner

truth."

If the party decides to leave or ignore him, he staggers off into the forest, yelling and waving his arms as he goes.

S2. GNOMES IN THE WILDERNESS

The horses seem to hear it first, stopping and turning their ears to the wind. Gradually your ears pick it up, too—singing! At first the sound is hard to identify, distant and faint. Soon you can pick out snatches of melody, the sound of many voices singing what seems to be a work song. As the singing grows stronger, a shimmering image begins to form south of the trail. Through the rising heat you can barely make out...something. Whatever it is, it's big, and it looks like it's being pulled across the sand by a team of several dozen humanoids.

At this point, ask the players what their characters are doing: standing in the trail and peering at the strange object, pressing on toward the mountains, or trying to conceal themselves somehow (remembering that there isn't much concealment available in the Barrens). If the characters stick around to find out what the object is, read the following description:

As the object draws closer, it begins to take shape. At first, it seems your eyes must be playing tricks on you. But no, the shape is definite. It's a large, flat-bottomed wooden hull with a single mast, hitched to a double rope harness and being pulled by several dozen small humanoids. A dozen or so more humanoids are picking up round logs from the rear of the ship and carrying them as quickly as they can to the front of the ship, where they drop the logs in the ship's path to serve as rollers. Even so, the weight of the ship pushes the logs into the soft sand, and the pullers are straining with all their might against the obstinate bulk. Standing atop the foredeck is a small humanoid with a beard almost as long as he is tall. He is shouting through a megaphone, exhorting his workers to pull harder and sing louder.

The person onboard the ship is Robern Sternslate, known to his friends as "Stubborn Rob" and to his detractors as "Rob the Rube." (AC 5; HD 2; hp 11; MV 60' (20'); #AT 1; D 1-4; Save D1; ML 10; AL L; XP 10). Robern is armed with a belaying pin (treat as club).

Robern and his companions are gnomes, but they are a long way from home. As soon as the ship is within a few hundred yards of the characters (assuming the characters are out in the open), Robern hollers at the gnomes pulling the ship to stop and take a rest. From the foredeck he hollers down to the party, "Ahoy there! This be the Motherlode Rover! Ye wouldn't by any chance know where I could find an ocean round these parts, would ye? I've come a long way, and have yet to run across one!"

If the characters respond in a friendly manner, Robern has his bosun (asleep on the deck) pipe them aboard. The bosun blows a few shrill notes on a whistle and tosses a rope ladder over the side of the ship.

Robern and his crew are, in fact, searching for an ocean. Their trek began when a wandering merchant stopped by the clan stronghold and sold Robern a book about shipbuilding and ocean navigation. Being unnaturally adventurous (for a gnome), Robern decided the ocean was something worth seeing. A group of gnomes from the clan bet him that he couldn't even find his way to an ocean, much less sail on it. Never one to back down from a challenge, Robern gathered as many trusted friends as he could, built his ramshackle ship (sort of a cross between a longboat and a barge), and set out in search of the ocean. It's been several months since he left the clan stronghold, and he has no idea where to look for an ocean, but he isn't about to turn back in disgrace.

In telling his story, Robern stresses the bravery and determination of his crew. He desperately needs directions to an ocean (any large body of water will do!), but he can't come right out and ask for help without admitting that he's lost. This puts Robern in a somewhat awkward position. He presses the characters for "news of the ocean" or any nautical charts they might be willing to sell.

Besides directions, Robern is interested in expanding his crew. Quite a few of his original supporters have deserted the expedition, leaving him shorthanded. A few drunks and loiterers have been hired along the way, but Robern really wants to buy some draft animals. He offers the characters 60 gp apiece for their horses; not as much as they could get in a town, but a fair offer.

The ship is loaded with food and water. Robern and his crew have been pulling the ship across the Barrens for several days.

Robern has 40 gnomes in his crew (AC 5; HD 1; hp 3; MV 60' (20'); #AT 1; D 1-6; Save D1; ML 10; AL L; XP 10). Each crewman has a boarding pike (treat as spear) but

only 10 are armed at any one time. The rest are working the rollers that keep the ship moving.

S3. THE SAND SPIDERS

As you travel deeper into The Barrens, a hot wind rises. You sweat in your armor surveying this rough land of jagged rocks and hot sand, so unlike the forests. Your sight is blurred the heat rising from the ground, and by your own sweat. Suddenly, the sand around you erupts in little jets, and you find yourselves in the midst of large, beige colored spiders. They came out of the shimmering heat and are attacking with amazing speed.

The sand spiders have the initiative the first round of combat; after that roll normally for initiative. When the party encounters the sand spiders, there will be four of them (AC 6; HD 2+1; hp 10, 9, 9, 8; MV 120' (40'); #AT 1; D 1-6 + poison; Save F1; ML 7; AL Neutral).

Sand spiders venom does not kill the victim, but paralyzes for 5-8 hours unless the victim makes a successful saving throw versus Poison.

Once the battle is over, the treasure of the sand spiders can be found in their stomachs. Two of the spiders have one 50 gp gem in their stomachs.

S4. THE SOUTHERN BRIDGE

The land on both sides of the trail is hard and rocky. Jagged boulders and sharp stones litter the ground. The trail remains smooth, however, and you have no trouble riding along it. A swift-flowing river crosses your trail, spanned by a bridge made of dull gray stone. An arch made of the same stone stands at the mouth of the bridge. Odd runes are carved into the arch. The runes are ancient, yet somehow familiar. Beyond the bridge the trail leads into a small stand of trees, which blocks your view of the terrain beyond it.

This bridge was built long ago by the people of the city of Tuma. It is a duplicate of the bridge described in encounter area W6. The important difference is that the water weirs that once guarded this bridge were destroyed long ago. All characters, including human male characters can cross this bridge safely, even if they do not perform the crossing ceremony listed in the encounter description for the Western Bridge.

You should allow the characters to attempt the translation of the inscription on the arch. The inscription is in an ancient form of the common language. A character who casts a *read languages* spell can automatically read the runes. However, it is possible to read the runes without using magic. If a character tries to read the runes without using a spell, roll 3d6 and subtract 1. If the result is equal to or lower than the Intelligence ability of the character, the character can read the inscription. If the roll is higher than the Intelligence ability, the character cannot understand the runes. Each player is allowed only one try at deciphering the inscription without magic. The runes read: "Let no man cross the bridge without first giving to the water that which is its due." Characters will not realize that there are no guardians at this bridge, and may spend a considerable amount of time trying to decide what to do. Allow the characters as much time as they need to make a decision even though it means little in this case.

S5. THE TOLL OF THE ROCK MEN

At the point on the map where the Southern Trail splits, the party will be stopped by a patrol of strange stone-like rock men (AC 2; HD 3; hp 16, 14, 13, 11, 10; MV 60' (20'); #AT 1; D 1-8; Save Dw 3; ML 7; AL Neutral; XP 250) who will try to force the party to pay a toll before they continue on the Southern Trail.

The stony bodies and craggy shapes of the rock men give them effective camouflage in their native land. The rock men will surprise the approaching player characters on a roll of 1-4 on 1d6. If a character is actually on the lookout for trouble, the rock men will surprise the party on a roll of 1-3. Dwarves can recognize these creatures more easily than other characters; if a dwarf is with the party, they will be surprised on a roll of 1-2.

If the party is surprised, the rock men move onto the trail 50 yards away from the party and spread out across the trail, blocking the party's progress. If the party is not surprised, the rock men will move onto the trail in the first round.

Five strange creatures step forward from behind the rocks where they had hidden themselves. Like living rock themselves, these are unlike any other creatures you have seen. They are spires of granite, each about seven feet tall and each obviously powerful, despite their slow, clumsy movement and appearance. They move onto the trail to block your path, and you see that this is a living wall that you will

not pass easily, if at all! The first statue raises its jagged, stony right hand, palm outward, as if commanding you to stop. The other four have their arms folded across their chests.

The first rock man speaks, saying:

"I am Krag of the rock men of the Barkel Mountains. We are the Barkel Mountains; there is a toll for crossing this stretch of trail. Pay or go back."

If the player characters attack, they will automatically get initiative on the first round of combat. On every round thereafter, all initiative die rolls for the rock men have a -2 penalty, due to the slowness with which they move.

The creatures have a natural immunity to fire and are not harmed by fire and are not harmed by fire attacks.

The rock men always try to stay in front of the largest group of player characters. They believe that a larger group can afford to pay more. If a wounded player character tries to surrender, the rock men will take the character captive and then allow the party to pay a ransom for the captive.

When killed, a rock man will crumble and become a pile of dusty rubble. If the debris is sifted through, the party will find a heart-shaped ruby worth 10-100 gp.

If the party manages to escape, the rock men will set up a special ambush and wait for the party to return. If the party returns from their destination by the Southern Trail, the rock men will surprise them on a roll of 1-4. If they gain surprise, the rock men will trigger a rockslide to block the trail, then rush out and attack the party while their path is blocked.

If the player characters decide to negotiate with the rock men, the rock men demand a payment of 500 gp. The characters may try to bargain for a lower price. They will be able to get it if they pay in gems or jewelry rather than coins. The rock men will accept any three gems the party offers, even if the value of the gems is less than the demanded 500 gp. A single piece of jewelry will be enough for safe passage, for rock men love the handiwork of fine craftsmen. If the party decides to bargain with the rock men, only the gold piece value will be lost, not the experience points that go along with the money value.

Having passed the rock men, either by fighting or bargaining, the party will travel along the trail for roughly 1½ miles. The trail will end here, as shown on Jenlar Temlin's



Map, but $\frac{1}{2}$ mile in the distance the party will see another trail heading due north. This trail is not on the players' map, but is on the DM's Map. Thus the trail that first appeared to be the most difficult ends up being the easiest, for this new trail leads directly to The Rock.

S6. SINGING SKULLS

As the trail winds through the narrow mountain valley, you hear an eerie, wailing sound drifting down on the wind from the rocks to your left. A moment later, the same sighing wail rises on your right, as if in answer.

Give the players a moment to react to this, noting whether their characters ignore the sound, investigate it, or take measures to defend themselves against an unseen threat.

Suddenly, the rocks all around erupt in wailing, hollow whistles and inhuman war cries! Goblins—at least 20—leap from their hiding places onto the tops of the rocks, screaming and dancing in full view. They are wearing tattered animal skins and woven bark, and are armed with clubs or stone axes. Each also has a leather thong tied to an animal skull or piece of bone that it is swinging around its head. The air whistles through holes drilled in the bones, making the unearthly, whistling noise.

One goblin, larger and dirtier than the others, shouts in pidgin Common: "Weapons you drop quick! You fight not! Like rabbits be, or we hurt you much!"

This is a very small, primitive band of goblins. They survive by hunting for rodents and ground birds among the rocks, and dry-gulching the occasional traveler along this road. If there are any dwarves in the party, the goblin leader demands that they be tied up and handed over as a toll to use the road. If there are no dwarves, he demands five "stuffs" from each character. The goblin won't be too specific, but anything the characters are willing to give qualifies as a "stuff." If the characters pay either toll, the goblins let them pass, but follow the party for several hundred yards, jeering, making rude noises, and whirling their bone whistles.

If the party refuses to pay the toll, or insults the goblin leader at any time, the goblins attack. These are particularly superstitious and cowardly goblins, however; any display of magic causes them to run away in fear.

Also, the entire group must check morale every time a goblin is killed. As soon as one morale check fails, the entire group runs away to a safe distance and hides behind rocks. A few of the braver goblins will poke their heads out to shout insults, but none of them except the leader speaks any language other than Goblin.

Goblin Leader: AC 6; HD 1-1; hp 6; MV 90' (30'); #AT 1; D 1-6; Save NM; ML 7; AL C; XP 5

Goblins (23): AC 6; HD 1-1; hp 3; MV 90' (30'); #AT 1; D 1-4; Save NM; ML 7; AL C; XP 5

None of these goblins are riding dire wolves. If this encounter happens during the daytime, remember that the goblins have a -1 penalty on their Hit Rolls in full daylight.

S7. THE CAVE OF SANCTUARY

About 200 yards ahead, you see a large outcropping of rock, surrounded by a tangle of smaller boulders. Above the outcropping is a grim sight—sinister vultures circling lazily. As you watch, one of them swoops down and lands out of sight in the outcropping.

To investigate properly, a character must dismount and enter the circle of boulders. If one does so, read the following.

The ugly scavenger-bird screams in anger and flies away as you approach. When you step into the circle of boulders you see its foul feast—the body of a recently-killed young gnome. The body bears several wounds. In his left hand the gnome holds a broken club. An empty sword scabbard is attached to his belt, on the right side of his body.

If the body is searched, a character will find a rude drawing of this outcropping underneath the gnome's torn leather armor. The gnome is also carrying a small belt pouch with 14 sp inside. His broken club is similar to the ones the goblins carried in encounter S6.

Several days ago, this gnome was attacked by goblins from the primitive band the party has already encountered. Wounded, he managed to escape and came here. The large outcropping is a small cave fitted with a secret door made by the gnomes. The cave provides a hiding place for gnomes threatened by attack, but this gnome was too weak to open the secret door when he got here. He died

before he could get it open.

The drawing allowed the gnome to identify the proper outcropping; the secret door is not shown on the drawing. The door is well-made and harder to find than usual; if a character searches for a secret door, roll d8 instead of d6. The door is found on a roll of 1. An elf can find the door on a roll of 1 or 2. The door is stuck and must be forced upon normally.

If the characters find and open the secret door, they find a tunnel leading down to a 15' x 20' cave. The cave contains six blankets, a washtub, three small covered pots, one large pot, various household tools and utensils, six short swords, eight daggers, four shields, enough dried food to feed one person for five weeks, and a potion of *healing*.

This cave was intended to shelter ten people uncomfortably for three days. The gnomes have several of these shelters throughout the Barkel Mountains; they have been useful when the gnomes have had warning of a coming bugbear or goblin attack.

THE END OF THE TRAIL

The end of the trail is before you. You have faced perils such as you could not have imagined. The Rock is only a short distance away, and it seems that the rest of your journey will be safe. However, you are no closer to your real goal than when you started. The secret of The Rock is as hidden as ever. You think back on all you have seen and done on the way here. You remember again Lirdrium Arkayz's cryptic message, which Jenlar Temlin gave you as you left the safety of the Manor. "Golden dreams can quickly turn to nightmares filled with flames that burn. Dark clouds may not bring you light, but watch for silver linings bright. Strength is not as strength might look; remember falsely-covered books! Simple treasures won't grow old, and all that glitters is not gold." Even these words still mean little. But, you have come so far already! You can let nothing stop you now! With new resolve, you set out again—this time for The Rock itself!

This ends **PART 5**, the section on the Southern Trail. The next section, **PART 6**, details The Rock itself.



PART 6: THE ROCK

After their various trials and battles, the party has reached its destination—The Rock itself. However, to gain entry to The Rock, they must first defeat the defenders. The party's true goal is obtaining the talisman hidden within The Rock. Evil spells prevent anyone native to Tuma (like Lirdrium Arkayz) from entering The Rock; this is the reason Arkayz was forced to hire the party. However, if the characters gain the talisman, Arkayz will know immediately, and the party will magically vanish and reappear at The Manor, their mission complete.

As in other parts of the module, appearances at The Rock are deceiving. The Rock is defended by elaborate illusions. If the characters have noted the trend of this module, their final battle will be much easier.

R1. CRONE OF CHAOS

You see in the distance a solitary peak in the center of a plane one-half mile square. Your hearts tell you this is your goal, this is The Rock. This mighty pillar of stone has a flat summit and steep sides. The base is roughly rectangular, but The Rock becomes more circular near the summit.

As you approach, you see someone standing at the base of The Rock, about 200 yards away. The person sees you and yells, "Flee! You are in terrible danger! Flee for your lives!"

If the party continues to approach, let them decide how close they want to come to The Rock, then read the following.

You ride closer and see a lovely young woman chained to The Rock. Her clothing is purple and yellow, but frayed and tattered; her golden hair is dirty, and she wears a tarnished silver tiara. Her face is blotched with grime, her features pale and drawn with pain and loneliness. In a shrill voice she shouts to you. "Flee for your lives! An old hag who loathes my beauty has imprisoned me here until I die, old and ugly. Flee before she returns to punish you for daring to come near me!"

The party is confronted with the first of the evil illusions that guard The Rock, for the seeming "damsel in distress" is actually an inhuman monster, the Crone of Chaos (AC 7; HD 6*; hp 20; MV 120' (40'); #AT 2; D 1-6/1-6; SA magical attack; Save F6; ML 12; AL Chaotic; XP 500). The crone has extremely keen eyesight and hearing and will be able to see the party approaching before they see her. She

uses the illusion to disguise her true repulsive appearance. The chains are not locked; the creature can easily get out of them.

The crone is not a true magic-user or cleric, but she has two magical attacks she will use on the party. She maintains the illusion of herself as a helpless prisoner until the final attack. The magical attacks are not cast in the way that normal spells are, and the illusion prevents anyone from knowing that the crone is responsible for them (although anyone using a *detect magic* spell will see that there is some kind of magic in the area where the woman stands). To further deceive the characters, the young woman will call piteously for help and shout encouragement to the player characters.

The crone uses her attacks in the following order. She can make only one magical attack per round. The attacks have a range of 240 yards.

Animal Control. The crone can control 1-6 normal or giant animals automatically (no saving throw). She will use this attack on the party's horses; roll 1d6 to see how many are affected. The affected horses will throw their riders and run away; the riders do not get a saving throw. A character thrown to the ground must spend the next round getting up and cannot attack. While characters are getting up, the crone uses her second attack.

Daggers of Sorcery. This attack creates 1-6 ghostly white daggers, which appear in mid-air and attack. Each dagger attacks a different player character and fights until either the dagger is destroyed or the character is killed. The crone controls the movement of the daggers and will make each dagger follow its target as the character moves. If a character was thrown from his horse in the previous round, the attacking dagger automatically has initiative and a +2 bonus "to hit" as the character gets up. The daggers can be attacked and destroyed in the same way as living creatures. Each dagger has the following characteristics: (AC 2; HD 1; hp 1; #AT 1; D 1-4; Save F1). Any hit scored by a character destroys a dagger.

As each dagger is destroyed, all characters who fought that dagger must roll a saving throw vs. Spells. Those characters failing their saving throws become dizzy and weak for six rounds (-2 on Hit Rolls and saving throw rolls). Characters who make successful saving throws are unaffected.

The Crone Revealed. After the last of the magical daggers is destroyed, the form of the young captive woman changes. In mere seconds, the beautiful young woman becomes a withered, hideous old woman with sparse white hair, leather skin, fangs, long inhuman arms, and large hands with claw-like fingers.

The crone will attack the character nearest her.

The crone is ancient, given unnaturally long life by the magic of the enemies of Tuma. When they learned of the talisman and its power, they tried to destroy it and found that they could not. So they set a captured crone there as guard and placed warding spells on The Rock and the crone. She is magically bound to The Rock and would die if the talisman were removed. She knows this, and is therefore the perfect guardian.

The Rock is 150' tall from the base to its flat summit. The base is roughly rectangular, 50' wide on its northern and southern sides, and only 15' side on its northern and southern sides, and only 15' wide on the east and west sides. The Rock becomes more circular near the summit. The sides of the peak are steep, and it would be difficult to climb them, if possible at all.

If the characters examine the area of The Rock where the crone first stood, they see a narrow crack in the rock. The crone stood in front of this through most of the battle. Examining the crack further, they find a golden sword wedged in the far end of the crack. This is *The Sword of The Rock*, a magical sword +2 that cannot be used by evil creatures. Along the blade of the sword the following words are written in the common tongue: "Broad and wide the path to nowhere; thin and narrow the way to true riches. Unravel the riddle the riches to win." Either write these words down for the players to read, or read them for the players to hear. If you choose to read them, repeat them whenever the characters ask, for the characters will have the sword with them and will be able to read the words whenever they please.

The riddle's meaning is that The Rock can be entered through either of its narrow sides, east or west. The entrances are hidden by powerful illusions; no character will find a secret door or a magical door; if *detect magic* is used, the area will glow, but it will still look like solid rock. But a mere placing of the hand on either the eastern or western face of The Rock will result in the hand passing through solid stone. The northern and southern exposures are only rock, and any character touching these faces will feel only stone. The party cannot take their horses into The Rock.

When the party discovers how to enter The Rock, go to encounter R2.

R2. THE HALL OF THE ROCK

The stone is not solid! Anything that touches this side of The Rock passes through as if through air! Is this the entrance you seek, or yet another deadly trap?

PART 6: THE ROCK

When the characters gather their courage and enter The Rock, continue with the description.

You find yourselves in a large hall 380' long and 240' wide. The hall is brightly lit, as if the light of the noon sun were shining down into it. The walls are 50' high, and from there the ceiling curves upward until it is approximately 350 feet high overhead. You stand in the center of the hall, looking forward. At the far end of the hall you see four raised platforms on the floor, grouped in two pairs, and seven chests between the pairs of platforms. Each platform has a statue of a crowned king on it. The walls of the hall are made of white marble filigreed with gold and silver in various natural forms: trees, flowers, wildlife, clouds; and human life: warriors, builders raising cities, market place scenes, etc. Letters of silver and gold are etched into the floor in front of you. They read, HUBRELIS TUMASSEN. To your left, the hall seems to be run-down and battered, as if time and weather had eroded the splendor of that side. The right side of the hall, however, glows and sparkles with beauty and wonder, as if it were still newly made. You stand in a group at the very heart of this magnificent hall!

This hall is too large to be the inside of The Rock that was seen from the outside; in truth, The Rock is merely a concealed magical portal leads to this hall, which once held all the greatest treasures of Tuma.

The words, HUBRELIS TUMASSEN, are written in a style similar to the inscriptions on the arches of the Western Bridge and Southern Bridge. A character can read them automatically with a *read languages*, or can read them if the character's Intelligence is high. When a character tries to read the words, roll 3d6 and subtract 1. If the result is equal to or less than the character's Intelligence, he or she can understand the words. When translated, they read, "THE GREAT PRIDE OF TUMA."

Once the party reaches the Hall of The Rock, two endings are possible, and you must choose the one appropriate for the party.

Ending A requires the characters to fight a final battle to gain the Secret of The Rock. The Hall of The Rock is guarded by four special living statues sculpted to look like great kings from Tuma's past. You should not use Ending A unless the party outnumbers the living statues and the characters have most of

their original hit points remaining. If the characters have used up all their spells and magical items you should not use Ending A. This battle is intended to be an exciting one that the party should be able to win. If they are not able to win, don't use it.

If you decide to use Ending A, continue the encounter with Ending B if the characters defeat the statues.

If you use Ending B alone, the situation is the same, except that the statues in the Hall of The Rock are non-magical.

ENDING A

In this ending, the player characters will have to fight living statues of the kings of ancient Tuma, all statues that are far more than they seem at first.

The statues on the platforms are living statues made to resemble the kings of the ancient city of Tuma. Although each is made of white marble and looks like a normal, non-magical statue, the four have the powers and statistics of the type of living statue it is. Living statues normally attack with their fists and get two attacks per round. These kingly living statues, however, will attack with weapons instead. The weapon each carries is the weapon that the king, a mighty fighter, gained fame with in life. As long as they use their weapons, each living statue will get only one attack per round. If by some means a statue loses its weapon, it will then strike twice per round, as a normal living statue does.

Although these living statues are powerful opponents, they have a secret weakness that a lucky player character may discover. The magic that animates each of these living statues is in the crown that each statue wears. If a character rolls a "20" on the die when making a Hit Roll for a missile or melee attack, the blow has knocked the crown off the statue's head. The statue immediately stops attacking and becomes immobile. If a character is foolish enough to replace the crown on the statue's head, the statue will animate and attack again!

The crown also determines the type of living statue each is. For example, a statue with an iron crown is treated as an iron living statue.

In addition to its special weakness, each statue can be destroyed normally in combat, as with any other living statue.

Read the following description to the party when they get within 90' of any platform or any chest. Once the characters are within 90' the statues will animate and attack. They continue to attack even if the party retreats.

As you approach the platforms and the chests, you can see the royal statues more clearly. The platforms are the pedestals for each statue. The king on the left is the oldest of the four, the one next to him is younger, the two on the right are younger still. Perhaps they are a dynasty, a family of kings. All of them have a proud and noble appearance, as if each fully deserved to wear a crown...

Wait! Suddenly the statues move! Their heads turn slowly as they survey you with sightless eyes. Each raises a weapon as if to salute you and welcome you to this great hall. Then, to your horror, you realize that the salute is a challenge to you all, for the kings are stepping off their platforms and moving toward you!

The following paragraphs describe each kingly statue. You can give the physical description of the statue to any player character who is fighting that statue.

King Alcidaxes. This statue is of an old man, full of years and wisdom. His face is lined with the worries of kingship, and even his graven eyes seem to show sadness. He wears a plain iron crown, with no decoration. His weapon is a mighty battle axe. King Alcidaxes has the abilities of an iron living statue (AC 2; HD 4*; hp 12; MV 30' (10'); #AT 1 (with axe) or 2; D 1-8 (with axe) * special or 1-8/1-8 * special; Save F4; ML 11; AL Neutral; XP 125). Attackers with non-magical metal weapons must make a saving throw versus Spells when the statue is hit; failure means that the weapon is stuck until the statue is killed. If Alcidaxes' crown is knocked off, stuck weapons can be removed. *The Sword of The Rock* will not get stuck in Alcidaxes' body.

King Belkazar. This king has a serene, happy, expression on his face, as though he was at peace with himself and with the world. The statue is carved to show a holy symbol around the king's neck. His crown is of granite, carved to look like a circular city wall. His weapon is a mace. King Belkazar had the abilities of a rock living statue (AC 4; HD 5*: hp 15; MV 60' (20'); #AT 1 (with mace) or 2; D 1-6 (with mace) or 2-12/2-12; Save F5; ML 11; AL Chaotic; XP 300). A rock living statue normally attacks by shooting magma from his fingers. King Belkazar will not do this as long as he has his mace.

King Calobanes. This king is young, and has a carefree, happy expression on his face. He looks like a young man who has learned how to enjoy life. His crown is of quartz crystal, with agates, and semi-precious stones set in it. His weapon is a long dagger. King Calo-

banes has the abilities of a crystal living statue (AC 4; HD 3; hp 9; MV 90' (30'); #AT 1 (with dagger) or 2; D 1-4 (with dagger) or 1-6/1-6; Save F3; ML 11; AL Lawful; XP 35).

King Delophanes. This king is obviously the brother of King Calobanes, and the two look about the same age. Closer examination reveals that they are twins, but where Calobanes was fun-loving and carefree, Delophanes looks studious and somber. His weapon is a long dagger. King Delophanes has the abilities of a crystal living statue (AC 4; HD 3; hp 9; MV 90' (30'); #AT 1 (with dagger) or 2; D 1-4 (with dagger) or 1-6/1-6; Save F3; ML 11; AL Lawful; XP 35).

If all four statues are slain, they will crumble into powder, leaving the party with the weapons and crowns of the statues. If the party examines the pedestals from which the statues came, they find the name of the king engraved on each pedestal. From further inscriptions on the pedestals, they learn the following:

Alcidaxes was the father of Belkazar.

Calobanes and Delophanes were Belkazar's sons. Each of them passed suffered in life because they were foolish and made bad judgements in time of crisis.

The crowns were made at the same time as the statues that wear them. Each crown animates only the specific statue it was made for. If a dwarf or other character wants to know how valuable each crown is, estimate that each is worth approximate 1000 gp. This is another illusion, for the crowns were made to reflect the kings' splendor. When the crowns are removed from the Hall of The Rock, each becomes permanently non-magical and declines in value to 50 gp each.

ENDING B

The chests against the wall with the balconies are all made of wood; but the first is a simply constructed chest while the 7th is richly decorated with gems and silver and gold metalwork. The chests vary in decoration so that the first is the simplest chest and the last is the most ornate.

Having read the description of the Hall of The Rock to the players, describe the appearance of the seven chests to the characters, using the description supplied above. After this, divide the party into groups, one having the highest Wisdom and one having the lowest Wisdom. Take the group with lower Wisdom aside and privately read them the following description:

You hear quiet voices calling to you. They tell you to look at the glorious side of the hall, saying, "This is Tuma! This is the greatness that was once lost but can now be yours. For long years its glory has waited for bold adventurers like yourselves to come and claim that which your daring and bravery has earned you. This is yours by right of valor, by might of arms, by sleight of hand and by keenness of mind. Others have tried, but they have failed—all because they would not take the riches they had earned. Come, now. Take your due. The wealth of Tuma is yours; you deserve it more than any other. Behold the folly of those who have ignored Tuma's greatness! See the worn and weary section of this great hall! It has been brought so low by fools who mistook poverty for humility, simplicity for piety, who called wealth and riches greed and avarice. These fools thought honor meant lowering one's self when one should have elevated one's greatness. Do not be a fool! Let the trumpet of your true worth ring out! The great deserve the best! The bravest demand the finest! You have made it to The Rock; do not walk away empty-handed, a pauper forever! Be not a fool; be not a fool!"

Try to be as persuasive as possible in order that the characters truly believe the words of the soft voices.

To the other group, the ones with the highest Wisdom say nothing except the previous description of the hall, except to call their attention again to the glorious side of the hall. This is not the proper choice, for the chest containing the treasure of Tuma and the Secret of The Rock is not the fanciest chest, but the simplest. Having tried to sway the party into becoming partial towards the better side of the hall, read the following to the players.

You stand gazing at the seven chests lining the wall beneath the balconies. The first chest is elegant in its sheer simplicity, but each succeeding chest surpasses it in value and design. The last chest is by far the best of the lot. Its jewels sparkle in the mysterious light of the hall; its gold and silver glitter with light. And then, from nowhere, a deep, rich voice calls out to welcome you to the Hall of The Rock. "You are indeed brave heroes to have reached this great Hall! To you a reward shall be given for

your great courage. In one of these 7 chests lies the goal of your journey, and much more! But you can choose only one of these chests and must be content with what you find. You have done well thus far; choose well and your journey shall be a success. What you have experienced on the way here will prove to be a guide beyond measure. Think, then, and choose; think and choose!" The voice falls silent, and you are left with only your thought.

The voice's reference to "experiences on the way here" is meant to get the party to reflect on how appearances have been deceptive throughout the journey. The West Trail offered the chameleon men with their weak appearance but mighty powers; the North Trail has the ghostly horsemen of Tuma; the Southern Trail had the statues that were actually rock men; all three trails led to the crone at The Rock, and all three trails had surprises in store for the party. The clues have been planted along the way, and now the characters must use their wits instead of their muscles.

There is only one chest that the party can choose in order to be successful in learning the secret of The Rock, and that one chest is the first chest, the simple, wooden chest. Should the party select *any other chest*, the voice will shout out in an angry tone: "Foolish, greedy creatures! You dare presume to discover the Secret of The Rock! Never shall so great a secret be learned by the likes of you! Begone! Nothing have you learned from your troublesome journey here! Begone and bother this place no more!" The hall will then fade from view, and the characters will find themselves outside The Rock and facing a perilous journey back to the Manor.

Failure in this quest produces some very interesting results. If the party had come by the Western Trail, and had struck an agreement with the chameleon men if the party had been captured, then payment will still have to be made. If the payment is too much less than what the party had promised, then you will have to choose what is to be done. At the very best, the party will be forbidden passage along the Western Trail and will have to return to the Manor by another way. This means the party will have to face the placed monsters on the other trails. The only exception is that the winged warriors of Tuma will attack the party from the other side of the city, that is, the side nearest The Rock. Go back to the section on Tuma and work in reverse. The

PART 6: THE ROCK

harpies clearing will always have some harpies flying around waiting for unwary travelers.

If the party had come in by the Northern Trail, the winged warriors will not appear, nor will the characters have to make saving throws to cross the city proper. However, there will be more ogres roaming about the Sylvanhome, perhaps even venturing out onto Tuma Plain.

If the party had come by the Southern Trail, returning the same way will find the party meeting rock men out to avenge the deaths of their brothers, had any been slain, or the same rock men demanding yet another toll. The Barrens, of course, houses a lot of sand spiders, to be placed wherever you wish.

But all this happens *only* if the wrong chest is chosen. If the party picks the right chest, the following will occur. The wooden chest will not be locked even though it appears to be locked; all the other chests are locked in fact. Upon opening the wooden chest the characters will find these items within it: 100 gp; 1,500 gp; 4 gold wristbands worth 100 gp each; a *Ring of Protection +1*; 2 potions of *healing a rope of climbing*; 2 *daggers +1*; and a curiously fashioned talisman that looks like a capital T with a short diagonal stem hanging off the right side of the crossbar of the T. At the tip of the diagonal stem there is a small red stone, not a ruby, and apparently unable to be valued by any character. When the contents of the chest have been thoroughly examined, the voice will again cry out to the party.

"Well done, brave heroes! To you shall the secret of The Rock be revealed. And this be that greatest of secrets: A soul falls into judgement when a soul climbs high enough to sit in judgement's seat; judge not by what is seen, but by what is truly there. Let the eyes of the heart guide and counsel the eyes of the body. Glitter does not make a

golden prize; hidden in the heart the answer lies. How a creature looks never changes what's inside. Judge with righteous judgement; be wise. Be wise!"

The talisman in the chest is magically intelligent, and it is the source of the mysterious voices. The Hall of The Rock is intended to deceive foolish or greedy adventurers and keep them from obtaining the talisman. The talisman will activate the magical portal when the party tries to open a chest, but the characters will have enough time to collect the treasure (if they chose the correct chest). If they made the wrong choice, they will not have a second chance to re-enter The Hall of The Rock; the talisman will keep the magical portal closed.

Payment due the chameleon men, had the party come by the Western Trail and been forced into striking a bargain, will be taken from the total of treasure gathered from the start of the game, *not* from where the party met the chameleon men. If a set price had been the bargain, then the characters have no problems; if the price was a percentage of the treasure found, then the players will have to work this out.

RETURNING TO THE MANOR

After the party has settled accounts with the chameleon men (if necessary), Lirdrium Arkayz will find the characters (wherever they are) and magically return them to the Manor. Jenlar Temlin will meet them when they return. If the party has been successful; he will congratulate them and ask them for the Secret of The Rock. The Secret consists of the talisman's last words to the characters. If someone recites the Secret, Jenlar Temlin smiles and says:

You have indeed done well, but the Secret of The Rock is a twofold secret. What else have you brought back from your journey to The rock?

He will, in essence, be asking for the strange talisman. If the characters are at a loss to understand what Jenlar means, he will ask outright for the talisman with the large T on it. When given the talisman, Jenlar will bow, and pay each character the reward that they negotiated at the beginning of the adventure. If the player characters are curious about the talisman or The Rock, Jenlar says:

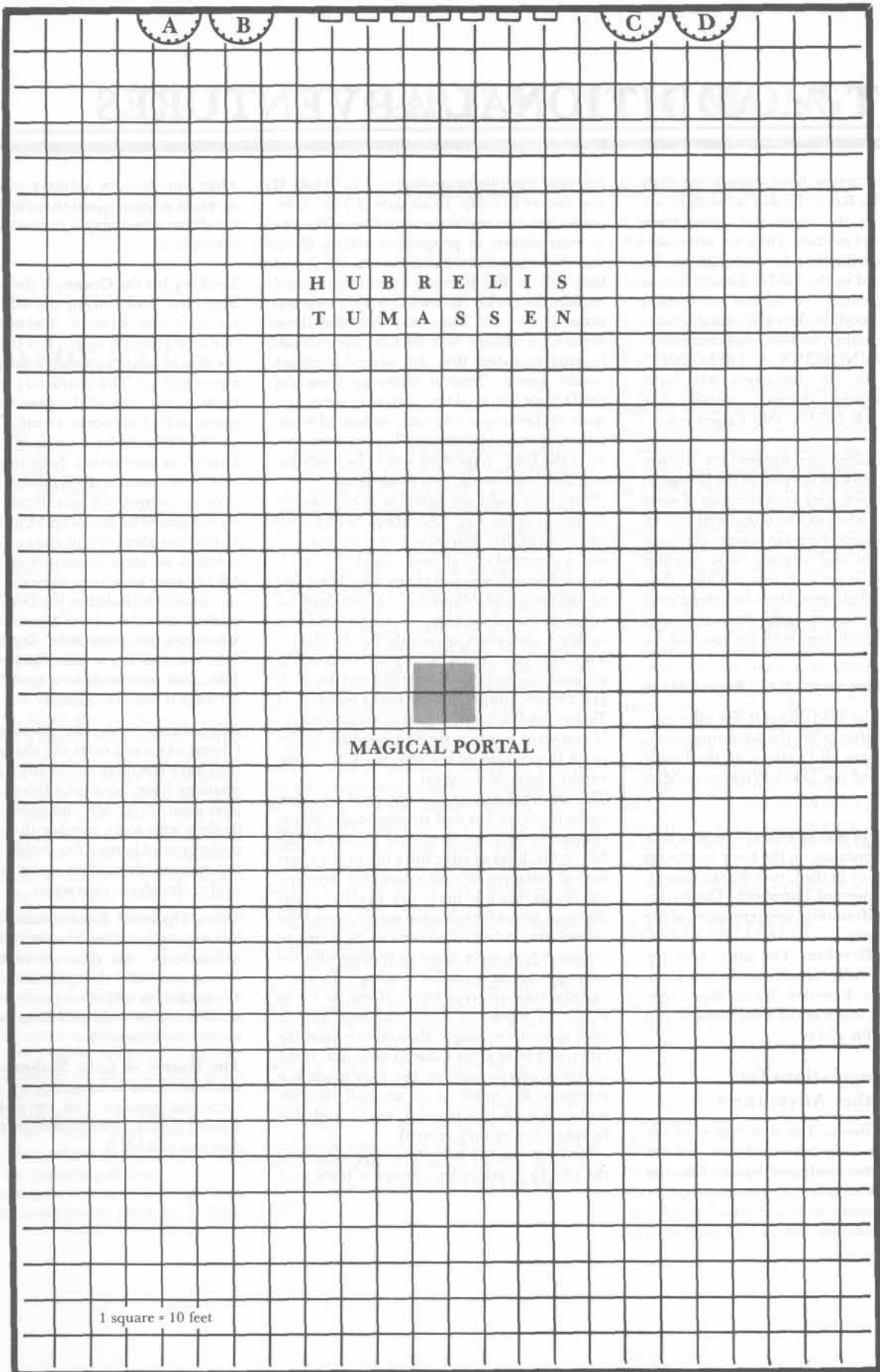
Master Arkayz is engaged in secret labor and the talisman is necessary for the work's completion. It was to have been his long ago, and you have restored it to him. The Secret of The Rock is wisdom you may benefit from in the future. I am glad that you have succeeded where so many others have failed. This bodes a bright future for all of you.

If the party entered The Hall of The Rock but failed to obtain the talisman, Jenlar will be unconcerned, since Lirdrium will be able to obtain the talisman himself. He praises the bravery of the player characters, saying that no one else has done as well.

The party can then leave or spend the night at the Manor and set out for a nearby town the following day. The party will reach its chosen town without incident.

NOTE: If you want to include the lost city of Tuma as a place of mystery in your campaign, you can have Jenlar Temlin give the party some of the information in the **Dungeon Master's Adventure Background**. The following section, **Additional Adventures** expands upon the city of Tuma and other events in this module.

THE HALL OF THE ROCK



PART 7: ADDITIONAL ADVENTURES

After the characters have completed their mission to The Rock, further adventure are possible, using the maps and information contained in the module. Here are some suggestions for placing the adventure area on the maps contained in the D&D® Expert Set, as well as suggestions for further adventures based on this module. You can create adventures suitable either for low-level characters, using the DUNGEONS & DRAGONS® Basic rules, or for characters who have attained higher levels, using the DUNGEONS & DRAGONS Expert rules.

All of these adventure suggestions require considerable work on the part of the Dungeon Master. However, they are examples of ways in which the module can be integrated into an existing campaign. As your players continue to adventure in and become more familiar with the area covered in this module, they will also have their own ideas for adventures here, making your job easier and increasing the fun of adventuring, both for you and for them.

Placing the Area on the D&D Expert Maps

The maps in the D&D Expert Set offer several possible settings for the adventure area. The following are all locations on the Lands and Environs of the D&D Wilderness Map #2.

Grand Duchy of Karameikos. The area is in the Cruth Mountains, on the river northwest of Wereskalo, or in the Cruth Mountains on the river northwest of Threshold. The Barkel and Krayzen Mountains are extensions of the Cruth Mountains.

Republic of Darokin. The area is in the mountain or hill terrain north of Lake Amsorak. The Krevilan River flows into Lake Amsorak south of the wilderness shown on Jenlar Temlin's Map.

Suggestions for Further Adventures

The City of Tuma. The description of the city was deliberately left sketchy so that the party would be intrigued by it, but not

diverted from their mission to The Rock. If you decide to make Tuma part of your campaign, you can reveal the mysteries of the city to your players in progressive stages. Once the characters learn the Secret of the Rock, they will be able to freely enter the city and explore the parks, farmlands, and other open areas of the city. They may find that these areas have become lairs for basically animal-looking monsters that the winged warriors would ignore. Typical monsters from the D&D Basic Set would be normal or giant animals, lycanthropes who enter in animal form, pixies, sprites, and stirges. Typical monsters from the D&D Expert set would be basilisks, caecilia, hellhounds, and rhagodessa.

Characters could also attempt to explore the buildings of the city. Characters of any level can attempt this. You do not have to create an entire deserted city at once. Since the buildings are sealed, you can create a building and its contents suitable to the current level of your player characters. A single building makes a good short adventure for the players who want one, and it allows you to describe the building and its contents in great detail. If you choose, simply *getting into* a building of Tuma could be a major part of an adventure. If you want to run a single adventure covering a larger area of the city, stock it as you would a normal dungeon.

The deserted city is ancient, and you can make it unfamiliar and strange to the player characters in your campaign. Much of the fun in this kind of adventure lies in the characters' attempts to understand the mysterious things they find in the city. Feel free to use different forms for common magic items (like substituting a *belt of invisibility* for a ring of the same type, or a *glove of healing* with the same powers as a *staff of healing*). Treasure can also take different forms. If you decide to make the legend of Tuma common knowledge in your campaign, then objects from the city could be of great value as antiques. If the characters do not realize this, they might not recognize the value of an unusual treasure and pass it up (the treasure would probably be taken before they return).

You can use the periodic disappearance if the city to temporarily remove it from play

while you prepare sections of it for adventures. It is not advised that you have the city disappear while player characters are adventuring in it!

Looking for the Ocean. If the party took the Southern Trail during the adventure, they encountered Roborn Sternslate and his fantastic gnomish ship. (You could introduce the ship in your campaign if the party did not encounter it.) The characters could join the captain and crew of the desert ship on their quest to find an ocean to sail. This journey can be the basis for a series of light-hearted, humorous adventures. Note that the Adventure Map contains the Krevilan River, which may be navigable if you decide so, and that the suggested locations on Map 2 of the D&D Expert Set also contain rivers. Getting to an ocean is an ideal adventure for higher-level D&D Basic characters, since the adventure in the module included in the D&D Expert Set, module XI *The Isle of Dread* is a seaborne adventure. modules X6 *Quagmire*, X7 *The War Rafts of Kron*, and X8 *Drums on Fire Mountain* also include seagoing adventures for Expert level characters.

Adventures with the Chameleon Men. Characters could meet the chameleon men if they have not done so already. Once friendly relations have been established, the chameleon men could ask characters for help in dealing with some menace threatening their underground home. You decide the nature of the menace depending upon the level and skill of the player characters.

Using Optional Encounters. This module includes optional encounters with the elves of Sylvanhome, the dwarves of the Krayzen Mountains, and the gnomes of the Barkel Mountains, as well as encounters with. Any of these could provide problems or opportunities for the characters.

The Horror of Lake Neshonan. The lake north of Tuma is inhabited by a foul water breathing monster that terrorizes the area around the lake. The characters must find the monster and kill it.

PART 8: NEW MONSTERS

This section provides the names and descriptions of all new monsters used in this module.

CHAMELEON MAN

Armor Class: 9
Hit Dice: 2*
Move: 120' (40')
Attacks: 1 weapon
Damage: By weapon
No. Appearing: 2-8 (5-20)
Save As: F2
Morale: 7
Treasure Type: (Q•S) E
Alignment: Neutral
XP Value: 45

Chameleon men are 7 feet tall and quite thin. They have spindly arms and legs. Chameleon men move with a gangly, awkward stride. They have multi-colored skin with tiger-like stripes of red, blue, green, yellow, brown, orange, black and white.

Each round, a chameleon man can vanish and reappear in another place. He can reappear up to 120' from the spot where he vanished. This vanishing move is instantaneous. The control of this ability is so precise that they never reappear in mid-air or inside solid objects. However, since the use of the ability is instantaneous, a chameleon man cannot reappear in the exact spot where someone else is standing when the chameleon man vanishes. If several chameleon men use this ability in the same area, they all reappear without colliding into each other.

A chameleon man cannot attack in the same round that he uses the vanishing move, because of the amount of mental concentration required to vanish. A group of chameleon men will usually use the vanishing move to surround opponents.

The warriors of this race are usually armed with daggers or clubs. They never wear armor, since they cannot carry much weight while using the vanishing ability.

Chameleon men usually live in deep caverns or in dense forests far from civilization.

WINGED WARRIOR

Armor Class: 5
Hit Dice: 2*
Move: 60' (20')/180' (60') flying
Attacks: 2 wings
Damage: 1-6/1-6
No. Appearing: 1-6 (1-6)
Save As: F2
Morale: 11
Treasure Type: Nil
Alignment: Lawful
XP Value: 40

A winged warrior is a special modified form of crystal living statue, enabled to fly because of its wings and because of a permanent *fly* spell cast on it by the wizard who created it. The flying ability of a winged warrior enables it to protect large open areas.

Although the body of a winged warrior is made of crystal, its wings are usually made of polished silvery metal. The warrior's wings are attached along its arms from wrist to armpit, and extend down the sides of its body to the waist, so that the winged warrior flies with its arms extended. The wings are often engraved and decorated to look like real bird's wings.

A winged warrior must land to fight. It cannot fight in mid-air because its weapons are the razor-sharp edges of its metal wings. A winged warrior usually swings its arm backhanded, causing a powerful slashing blow. The monster can attack with each wing in a single round. A winged warrior never carries weapons of any type, using its razor-wings as its only weapons.

A winged warrior is immune to the effects of *sleep* spells.

A winged warrior is basically non-intelligent, although it can follow simple instructions given to it by its creator. It continues to follow those instructions until it receives new ones. The most common purpose for a winged warrior is the patrol of large areas. Usually, they are instructed to attack all creatures of a specific type entering the area. Sometimes a winged warrior is instructed to recognize a password which allows others to enter the area it guards. In this case, the winged must be created with the ability to speak.

ROCK MAN

Armor Class: 2
Hit Dice: 3
Move: 60' (20')
Save As: Dw3
Morale: 7
Treasure Type: (See below) I
Alignment: Neutral
XP Value: 250

A rock man is a strange creature whose skin has the appearance of granite. A rock man has arms and legs, but his body is roughly cone-shaped, so that he looks like a stalagmite or rock spire when standing still. This serves as natural camouflage in their natural habitat of broken or mountainous terrain. When in their natural habitat, rock men surprise opponents on a roll of 1-4 on d6. If the opponent is keeping careful watch, the rock man surprises them on a roll of 1-3. Dwarves can more easily recognize a rock man; a dwarf will be surprised only on a roll of 1-2.

Rock men exact a toll (typically 500 gp) for passage on any road near their mountain homes. The rock men have a love for gems and jewelry of any value, and will accept a smaller toll if it is paid in gems or jewelry.

Rock men always lose initiative on the first round of combat and subtract 2 from all following initiative rolls. They are immune to all types of fire attacks. When killed, a rock man rumbles and becomes rocky debris in which a heart-shaped ruby can be found; the ruby's value varies from 10 to 100 gp.

Rock men live in mountain terrain.

SAND SPIDER

Armor Class: 6
Hit Dice: 2+1
Move: 120' (40')
Attacks: 1 bite
Damage: 1-6 + poison
No. Appearing: 1-4 (1-4)
Save As: F1
Morale: 7
Treasure Type: U
Alignment: Neutral

Sand spiders are carnivorous creatures six feet long and beige in color with an orange and black blotch on their stomachs. They inhabit desert or barren regions. Sand spi-

PART 8: NEW MONSTERS

ders live in underground burrows usually near rocky structures or stones. Pyramids, sphinxes, rocky crags and paved roads offer the best sites.

Sand spiders do not build webs to trap prey. Instead, they burrow just below the surface of the ground, then erupt through to attack as the prey passes over the burrow.

The bite of a sand spider causes 1-6 points of damage. In addition, the victim must make a successful saving throw versus Poison or be paralyzed for 1d4+4 hours. Sand spiders venom does not kill the victim.

WATER WEIRD

Armor Class: 5
Hit Dice: 3
Move: 60' (20')
Attacks: 1
Damage: 1 + drowning
No. Appearing: 1-2
Save As: F6
Morale: 12
Treasure Type: I
Alignment: Chaotic

A water weird is a magical creature made of water that lives in a pool or another body of water. It attacks all living things who disturb it, feeding on the life force of its victims in some unknown way. A water weird may appear in almost any shape, though a giant snake form is common. It lives in a larger body of water and may retreat into a corner of its home if hard pressed.

In combat, the water weird will attack enemies within 10' of its home. The weird forms from the water in two melee rounds. Instead of a normal attack, the water weird forces its opponent to make a saving throw vs. Paralysis (dexterity bonuses apply). An opponent who fails the saving throw suffers damage, and is seized and dragged into the water. Once a victim is trapped and pulled into the water, the weird ignores all other opponents until the trapped character is dead. A trapped character can attack the water weird with a -4 penalty on the Hit Roll. Once in the water, the character suffers 1 point of damage each round, and must make a successful saving throw vs. Death each round to remain conscious. An unconscious character dies in three rounds unless rescued.

Sharp weapons cause only 1 point of damage per hit on a water weird; blunt weapons cause normal damage. Strength and magical bonuses apply. Damage equal to a weird's total hit points disrupts it; it will reform again in two melee rounds. Cold slows weirds (half movement and attacks every second round), but fire-based spells do half damage, or none

if the weird makes a successful saving throw. A *purify food and water* spell kills a water weird immediately. All other attacks do not harm the creature.

Larger water weirds are possible. For every 3 additional hit dice, the weird's AC is improved by 2, damage is increased by 1 point, attack range is increased by 5 feet, and saving throws and trapped victims' attacks are reduced by 2.



GHOSTLY HORDE

Armor Class: 4
Hit Dice: 3
Move: 120' (40')
Attacks: 1 weapon
Damage: Special
No. Appearing: Special
Save As: F3
Morale: 12
Treasure Type: Nil
Alignment: Not Applicable
XP Value: None

A ghostly horde can exist only on deserted battlefields or in cities or towns where an army met a sudden and catastrophic defeat, usually by magic. The horde is created by the losers' desire for revenge, and given form by fear; each character who enters a battlefield where a ghostly horde could exist must make three saving throws vs. Magic Wands. If the first is a failure, the character sees the horde appear. If the second is a failure, the character sees the horde prepare to charge. If the third is a failure, the character has succumbed to

fear; the horde attacks. If the first saving throw succeeds, the character does not see the horde; if the second or third succeed, the horde fades away.

The horde is a illusion created by a character's panicked mind. It takes the form of soldiers like the ones who lost the battle. The soldiers of the horde can be infantry or cavalry. Although the horde may number hundreds or thousands, each panicked character will be attacked by only one. A character struck by a ghostly soldier must save vs. Magic Wands; failure means that the character falls unconscious, "slain" by the soldier; a "slain" character revives in 1-4 turns. A character attacks a ghostly warrior as if he were a real opponent. A character who "slays" the soldier will not see them again on that battlefield.

THE CRONE OF CHAOS

Armor Class: 7
Hit Dice: 6*
Move: 120' (40')
Attacks: 2
Damage: 1-6/1-6
Special Attacks: Magic use
Save As: F6
Morale: 8
Alignment: Chaotic
XP Value: 500

A crone of chaos is an intelligent, evil-natured creature who uses deception to cause pain and suffering. In its true form, a crone has wrinkled, leathery skin, sparse hair, long crooked arms, fangs, and large hands with claw-like fingers. It normally lives alone in evil forests or desolate wilderness, often in a cave.

A crone has unusually keen hearing and eyesight, and is surprised only on a roll of 1 on d6.

The creature has several magical attacks available. These are natural powers, not spells (although they can be revealed by *detect magic* and destroyed by *dispel magic* a 3rd level magic-user spell). The most important of these powers is an *illusion* power that allows it to look like a human or demi-human character. It usually disguises itself as a beautiful young woman, to fool unwary victims. In this form it uses the *animal control* and *daggers of sorcery* powers to attack. A crone fights in its true form only if surprised, or if the other attacks have failed to destroy the opposition.

The crone's *animal control* and *daggers of sorcery* powers are described more fully in encounter R2 in PART 6: THE ROCK.



Basic Game Adventure

Journey to The Rock

Michael Malone

To a wizard, knowledge is power, and the wizard Lirdrium Arkayz wants to know the mysterious secret of The Rock. Many have tried to discover it—but The Rock keeps its secret well. The wizard offers a rich reward to anyone bold enough to solve this dark mystery.

But the road to The Rock leads to danger and hidden peril—dangers that have claimed the lives of many brave adventurers. Rashness and folly will lead to quick death, but riches await the clever and the brave. Have you the wits, courage and skill to survive the Journey to The Rock?

This adventure is for use with the DUNGEONS & DRAGONS® Basic Set, and cannot be played without the D&D® Basic rules produced by TSR, Inc.

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