

PALLADIUM'S FIRST
ADVENTURE MODULE

THE ARMS OF NARGASH-TOR

By RANDY McCALL

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The Arms of Nargash-Tor™

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THE ARMS OF NARGASH-TOR

ALTHOUGH ADAPTABLE TO ANY GAME SYSTEM, "THE ARMS OF NARGASH-TOR" IS SPECIFICALLY DESIGNED FOR THE PALLADIUM ROLE-PLAYING GAME. REFERENCES TO "THE BOOK" IN THE FOLLOWING TEXT REFERS TO THE PALLADIUM ROLE-PLAYING GAME BOOK.

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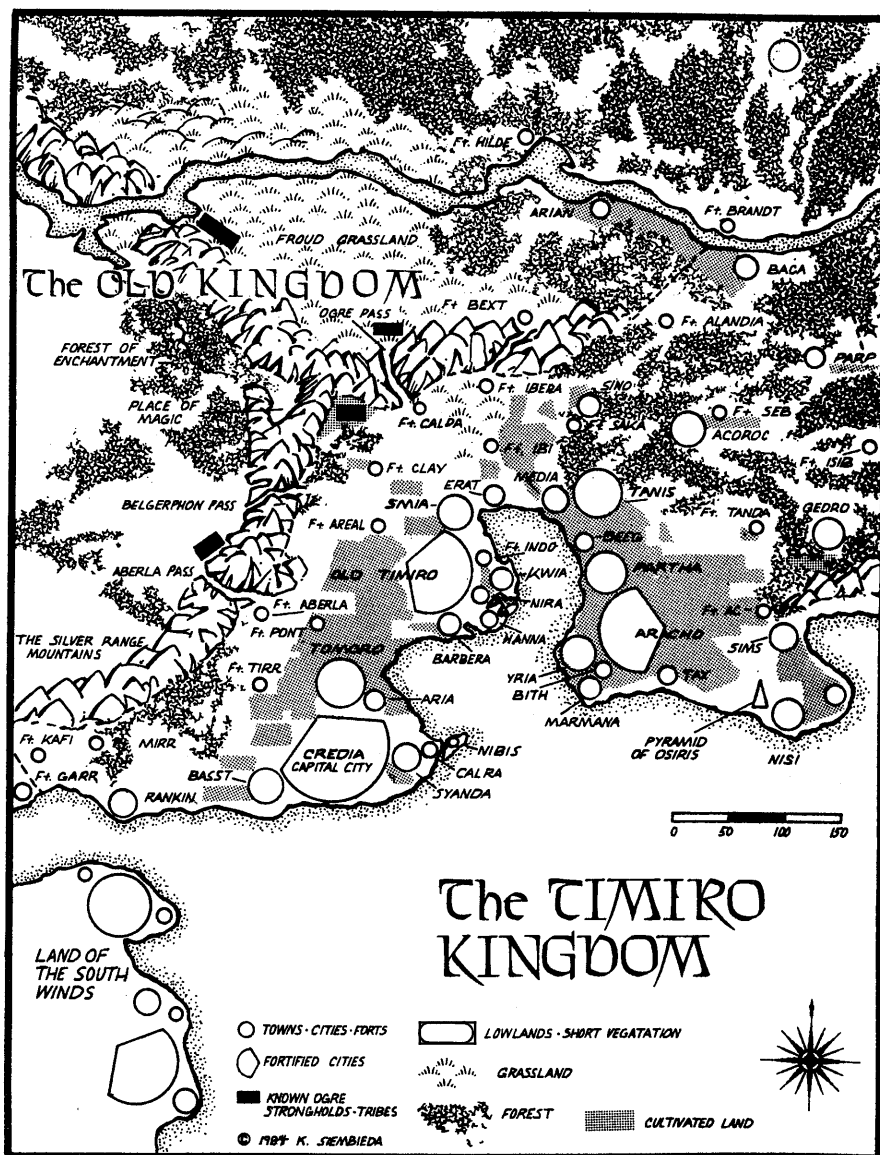
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THE ARMS OF NARGASH-TOR



The Arms of Nargash-Tor

Introduction

This is a Palladium scenario for up to eight first-level characters, six second-level characters, for third-level characters or any combination thereof. It is designed to be an introduction to those players with little or no fantasy role-playing experience.

The scenario itself takes place near the western edge of the Timiro Kingdom. While Timiro is basically populated by human beings, there is a scattering of other races, most predominately Ogres and Elves, with a few Dwarves and a handful of others. All races are therefore available for player character use in this scenario. However, most of the non-human races will be met with mistrust, fear, or even hate by the human population with the exception, of course, of Elves. Especially mistrusted are Trolls, Kobolds, Orcs, Goblins, Hob-Goblins, and Ogres. Wolfen also fall into this category, though they are extremely rare in this part of the world.

The major cause of these hard feelings, natural racial antipathy aside, is the continual raiding which takes place from the Old Kingdom, inhabited mainly by the above mentioned races, who continually strike deep into Timiro, wreaking havoc, despoiling farms and killing all who get in their way.

The mountain range, which separates the Old Kingdom from Timiro, is infested with Kobolds, Orcs and especially Ogres. Who often cross from those border mountains to the mountain range on Timiro's eastern border.

No determined effort has ever been made to clear out either of the mountain chains, due simply to the fact that both cover large areas with a thousand places to hide and wait in ambush.

As these creatures cross from one mountain chain to the other they create a definite hazard to travelers and those who live in the area. This is particularly true for the area near the tip of the eastern mountain chain, for the paths of many of these wandering bandits converge near this point. This threatens the caravan routes which run through the area to the Eastern Territories.

It is on one of these caravan trails, in a border town which grew up around Fort Ac, about thirty miles from the first large mountain of the eastern chain, that this scenario takes place.

The fact that most non-human races are met with hostility does not mean that players who take non-human characters will be attacked wholesale by the population.

Nor that they will be killed on sight by patrols from the fort. They will, however, be met by prejudice, with some inns refusing to rent them rooms, storekeepers may charge them more for an item than they will charge the humans in the party. Women and small children may scream and run at the sight of them. While older children may throw rocks and/or rotten fruit. There might also be the occasional encounter with someone who had a loved one killed by an Ogre or some other race, who may attack on sight, but such is the exception, not the rule.

It must be remembered that Ac is a border caravan town, with peaceful members of all races passing through it at one time or another. Only if an unjustified attack is made by one of the players on a townsman or child would a lynch mob develop. Tensions will usually run high.

Introduction to Fort Ac

Fort Ac is one of the major towns of the eastern section of Timiro, a base for military patrols and an important rest stop for the caravans which go to and from the Eastern Territories. The Fort itself is somewhat separated from the town proper, lying a few hundred yards north of the town walls and houses. It consists of some 300 soldiers and a detachment of the 14th Timiro Calvary Regiment. These soldiers normally travel in patrols of ten or more and guard the caravan routes to the north and south. The Emeras forest to the west and Northwoods to the east are left basically unpatrolled, being considered too large and the Northwoods too dangerous to control with the limited number of men available.

As a caravan town, Fort Ac sees to the wants and needs of the many passing merchants, having a large number of inns and taverns; many more than the size of the town suggests. There are also a large number of wheel-

wrights, blacksmiths, carpenters, one or two armourers and several resident Healers.

As the players investigate the town they will discover that there is no Alchemist in the area. There is, however a 40% chance that one of the passing caravans will have any magical item the players are looking for at the standard cost plus 2D6 X 100%.

With the large number of merchants which use this route, normally 2D4+2 caravans will be found resting in the specially created and fenced area just outside the main gates of the town. Merchants are allowed to sell their wares here, and with the exception of magic as above, all items normally available will be sold by one of the merchants at slightly more than the price listed in the Palladium Role-Playing Game rule book.

A large number of transients and undesirables (that is to say adventurers), combined with the great amount of wealth moving through the area has fostered the creation of a thriving Thieves Guild. In the performance of its functions the Thieves Guild has, to a large extent, corrupted most of the members of the garrison, though by no means all. Being used to receiving money for silence, there is a 70% chance that any player character arrested can bribe their way out of trouble for 1D4 X 100 gold. Their captors will not hesitate to ask for money, nor in informing them if they are not offering enough.

The Adventure Begins

While passing through the town of Fort Ac, in the eastern regions of the Timiro Kingdom, your party is approached by a distinguished looking human, between 35 to 40 years of age. He is dressed in standard traveling clothes; tunic, leggings, boots, and a cape. With a large silver pendant around his neck and a ring on the middle finger of his left hand.

He introduces himself as Morgan, a Priest of the Gods of Light. He inquires if your party is employed or seeking employment. If given an encouraging answer, he will offer to buy dinner and drinks for the party while explaining the situation. He will then escort them to the Grey Mist Tavern and will select a table far from any other of the bar's patrons.

His story unfolds as such; his church, situated far to the west, near Tanis, had during the last few months fallen more and more under attack from the wandering Orcs, Ogres, and Trolls moving through the forest regions. In order to save a number of holy relics from desecration, it had been decided by the church elders to have the relics transported to a church in the eastern part of the kingdom. Morgan had been sent ahead to arrange transportation and safe havens for the relics as their journey progressed. To make the relics less suspicious, and thus less susceptible to banditry, they were to be carried by one of the regular caravans from Karowyn's Merchant House.

Unfortunately, it appears that the caravan itself, without public knowledge of what it was carrying, was considered a good target, Karowyn's being known to deal in precious silks, spices, and gems. Two days ago, as the caravan approached within eight miles of the town it was attacked. All members of the caravan appear to have been killed, though several of the bodies are still missing. The caravan wagons were gutted and burned.

By communing with the Gods of Light and asking questions around town, Morgan has been able to establish the identity of the bandits and the location of their hideout.

Rhaznor's Bandits

The bandits themselves are a mixed group of Ogres and Orcs, so it is not unusual that several of the bodies were missing. The leader of the bandits is a renegade human by the name of Rhaznor, famous for leading attacks on caravans and human outposts in the area.

According to eyewitness accounts garnered from survivors of earlier raids, Rhaznor keeps control of his motley band by the use of an apparently powerful magical sword, rumoured by some to be a minor Runesword. All witnesses agree that the sword glows yellow even in daylight. Also that it can leave Rhaznor's hand and fight by itself and that, on occasion, has been heard to speak. Powerful fighters have been reported to have been killed with one blow and the sword almost definitely defends the bearer against some physical attacks.



Rhaznor's base of operations is in a deserted Kobold outpost some 40 miles to the east, at the base of Mount Nargash. It is in an area between two rows of hills known as Nargash-Tor to the Kobolds, or simply as "the Arms" to the locals.

Morgan will supply the players with a map of the area and a simple explanation of the lay of the land. The area to the north, west, and south of the Arms is the wet, swampy land of Ridmarsh, an extremely dangerous area. Directly to the north of Mount Nargash is Lake Magnys, whose gentle waves roll in directly at the foot of Nargash. Between the caravan route and the mountains some 40 miles distant, lies a large densely wooded area called Northwoods. It has an unsavoury reputation, with only one known clear way through. Even this path is reputed to be dangerous. This path, known as the Kobold Road, is a ten-foot wide road, made of sections of stone ten feet long and two feet wide. It cuts almost directly east across the forest and into the Arms of Nargash-Tor. No living greenery grows on or over this road. Apparently a magical device to keep the road clear. Though this road is free of plant life, local animal life and creatures which have crawled down from the mountains are not affected by the magic and can be a major problem.

On top of this, the road is suspected of being under a curse. For the last few months individuals, and even some small groups which were traveling on the road, disappeared and remain unaccounted for.

In addition, Northwoods is known to be the home of many of the Faerie who, though not vicious, are definitely mischievous.

To the west is the Emeras Forest. This area is inhabited by a large number of human cottagers and is relatively safe, though wolf packs are known to occasionally hunt in the area.

In the south there are the Brown Plains. There is little in this area with the exception of wild animals, especially wolves.

The Reward

In return for attempting to recover the artifacts, Morgan is willing to give each member of the party a 500 gold down payment, and 2000 gold each on completion of the mission. However, Morgan will insist that each player swear on their true name to recover the holy artifacts and return them to him.

In addition to the money, Morgan will give the party five clerical scrolls which can be sold for market value or kept for use during the adventure. The scrolls are;

Carpet of Adhesion, Fog of Fear, See the Invisible, and Wisp of Confusion, (all second level), plus Commune with Spirit (third level) and Part Waters (fifth level).

Only after the players swear will the money and scrolls be given to the group. At this point he will describe the holy artifacts to them. They are a gold thurible about six inches high and four inches across, inscribed with the figures of the gods Osiris, Set, Isis, Ra, and Anubis. This ancient item is purported to be from the first church of the Gods of Light, therefore being over 10,000 years old. The next is an ornate bronze candle holder which has the bones of Saint Ornal encased in the base. The final artifact is a small iron box, four inches long by three wide by two deep. This holds ashes of Saint Sinar, a holy man who was burned by the Orcs some 200 years ago.

Morgan will go to great lengths to insist that none of the items are magical in themselves, but that they only have great sentimental value and religious significance to his church.

Finally he will recommend that the players check with some of the locals about the surrounding area. As he has only been able to find out about the major geographical features nearby.

GAMEMASTER INFORMATION

Morgan is a Priest of Light, in a manner of speaking. When he introduces himself as a Priest of Light he means he serves the forces of good. He is actually a Priest of Osiris, a member of the Cult of the Great One. He is telling the truth when he says that the church decided to have several holy artifacts moved away from danger. However, what he will not tell the players is that the item in the iron box is not ash, but an actual part of the sundered body of Osiris. To be exact it is the Tongue of Osiris which enables the holder to understand all languages and detects lies 56% of the time. The box itself is warded with 10 Death wards which will activate sequentially each time the box is opened. The wards were cast by a 10th level Diabolist, so each ward does 20D6 damage or 20 to 120 points. Two of these wards will go off if the tongue is actually touched, in addition to the ones which activate when the box is opened.

The other two items, the thurible and the candlestick are not holy items at all, but are simply camouflage for the Tongue.

Morgan's attributes are:

IQ 15 / ME 10 / MA 9 / PS 9 / PP 11 / PE 12 / SPD 11

6th level Priest

Hit Points: 33

Remove Curse	42%	Prayer of Strength	60%
Resurrection	23%	Communion	60%
Exorcism	42%	Prayer of Intervention	54%
		Turn Dead	45%

Spells:

Sense Evil	(1st level)	Phantom	(4th level)
Darkness	(2nd level)	Shadow Walk	(5th level)
Resist Fire	(3rd level)	Sorcerers Seal	(6th level)

Number of spells per day: 6

Skills:

Medical	78/82%
Locate Secret Comp./Doors	36%
Prowl	50%
Read/Write Southern	80%
Speak Southern, Eastern, & Goblin	100%
Western, and Elven	86%
Demon/Devil Lore	90%
Play String Instruments	50%
Sing	90%
Recognize Poison	38%
Recognize Precious Stones	40%

Morgan has Weapons Proficiencies in Mace and Large Shield only. In combat he wears studded leather armour, A.R. 12, S.D.C. 38 (normal), 100 (magical). Normally he wears no armour. If attacked without his armour he will run into a shadow and cast Shadow Walk. If no shadows are around he will use Darkness to create his own. If no other way out exists he will summon a Phantom to fight for him, or more than one if necessary.

With the Mace Morgan is: +3 to Strike,
+2 to Parry,
+1 to Throw

With the Large Shield Morgan is: +2 to Strike
+5 to Parry
+1 to Throw

Provided the players recover these items they have a choice of several actions. The first and most obvious, especially for characters of Good or Unprincipled alignment, is to return the items as promised to Morgan. The Cult of the Great One would be grateful for this. Morgan will give each returning player, in addition to the promised rewards, a small silver medallion engraved with the sign of the Great One. This signifies that the person who wears it is a friend of the cult and presented to any priest of the Great One at any shrine, will gain the bearer immediate sanctuary, aide, and assistance.

If however, the players decide to abscond with the "artifacts", Morgan will wait for 2D6 days, just to make sure the players are not returning. He will then hire another group to check the situation out and recover the items from the bandits. They will return within 1D8 days, informing Morgan that the bandits are dead, the items missing and the players nowhere to be found.

Once he has realized that he has been swindled, Morgan will send messengers to all the other shrines within Timiro, telling them to send out spys and informants to seek out the players. The entire might of the Cult of the Great One will be bent upon searching out the players and recovering the sacred artifacts. Morgan himself will act as a field commander, organizing the spys, hiring bounty hunters and the like. These emissaries will not be told what it is the players are carrying, just that they must be captured or killed and everything they are carrying returned.

If the players have not been found within two weeks, all shrines in the countries neighboring Timiro will be alerted. By the end of two months, if the players have not been found and the Tongue of Osiris returned, the entire Cult of the Great One, world-wide, will begin searching for them, and they will not stop until the tongue is recovered.

If captured alive, a player (players) will be first interrogated and then ceremoniously put to death for sacrilege. If, however, they have a change of heart, either because of feeling guilty or because of too many encounters with bounty hunters, they can elect to return the tongue voluntarily. If they do so, they will be required to do the following: First, they will be made to undergo a special purification ceremony and then be made to join the cult. Refusal to do so will put them back on the sacrificial table.

Next the leaders of the cult will assign the players a dangerous mission for their "penance". What this will be is left up to the gamemaster. Though it is suggested that while it should be dangerous, it should **NOT** be the equivalent of a death sentence. The players should definitely have some chance for success.

Alignment Considerations

Players who intentionally decide to take off with the tongue (stealing it), if of Good alignment, should immediately have their alignment dropped, to either Selfish-Anarchist or Evil-Miscreant, gamemasters choice. Players

of Selfish-Unprincipled alignment should also suffer this fate. The theft of a known holy item when the player has sworn to return it is a definite change of behaviour. A good alignment character should not even seriously consider taking the artifacts. Should this situation arise the gamemaster should first point out that a good character would not take it. Then if the player still takes the item he/she suffers the alignment change. Also, a good character will not allow an evil or selfish character in the group to take the relic. Should this happen the good character(s) will be forced to prevent the theft even if it means combat with his fellow adventurer.

THE TOWN

The Town of Ac

Gamemasters Note: Much of the town of Ac is left undescribed, with only the inns, tavern, and a few other major businesses filled in. This is done purposefully, so that each gamemaster can add their own special touch to the scenario, making it an integral part of their campaign instead of an obviously tacked on adventure.

Gamemasters are invited therefore to use their imaginations to create new characters, businesses, and adventures for the town. To use this scenario as either a passing adventure or as a base for future explorations of the area.

The gamemaster using this scenario as part of a campaign can have the players approach the town overland and let them choose their own accommodations and make their own adventures. A gamemaster with new or inexperienced players might prefer to have the scenario open with the players seated around a table in one of the local pubs. For this purpose it is recommended that either the Oak and Stag or the Green Griffin be used.

The town of Ac itself is relatively small, with no more than 600 inhabitants living behind its wooden walls. Most of the town is made of wood, including most of the buildings and the eighteen foot high palisade which surrounds it.

The town has no permanent garrison stationed in it and instead relies on soldiers supplied from the fort to protect it. There are normally 30 soldiers stationed in the town while the gates are open, basically from sunrise to sunset. There are normally ten guards placed at each gate and ten walking the parapets on the walls. At night there are only 15 guards, ten keeping watch on the parapets and five patrolling the town itself. These soldiers are there mainly to protect the town from bandit attacks and to subdue and take into custody anyone caught brawling in the streets or thieving or otherwise disturbing the town. Unless a Prejudiced Guard result is rolled on the Town Encounter Table (See Appendix 1 - Encounter Tables) the guards on the gates will let anyone into the town. However, if provoked they will place those responsible under arrest and take them in for questioning. Anyone resisting arrest will be dealt with severely.



Town Encounter Areas

A - Caravan Rest Areas: These two large well kept pastures, surrounded by split rail fences, are designed for the use and comfort of the many passing merchant caravans. They are supplied free of charge and can also be used by travelers who arrive at the town after the gates have been closed for the night. By day many of the merchants bring out their wares for sale. The are however, not allowed to hawk their wares in the town itself. There is little chance of a bandit attack here, with the fort so close and patrols passing often both day and night. The guards on the town walls keep a close eye on this area by night as well. Thievery, on the other hand is quite common here.

B - Temple of Light and Darkness: This is the main religious center of the town, with room in the church itself for a congregation of up to 200 people. The outside of the temple is decorated with wooden carvings of the gods and goddesses of this pantheon.

The temple is run by Nesta Lotan, a human priest. He is 5 feet 10 inches tall and weights about 200lbs. He will always be impeccably dressed in the full ceremonial robes of a Priest of Light and Dark. Along with running the temple, he is also the actual master of the town. Though there is a mayor for the town, Nesta is respected and feared enough for his powers both of healing and otherwise, that the townspeople will listen to him over anyone else.

However, in the use of his powers he tends to be a little mercenary. While freely giving the use of his Healing Touch once per person, per day, anything over that he will charge for per the following scale: 100 gold per Healing Touch, 1400 gold for Remove Curse, 7000 gold for Exorcism, and a base of 14,000 gold plus 1000 gold per level of victim for Resurrection. Scrolls of course cannot be bought, though a deal for services may be able to be made. Wizards can attempt to gain spells with the standard fees applying. He has all of the temple's money, 4000 gold in rubies, hidden in a secret compartment in the base of the main altar.

Nesta Lotan's attributes are:

IQ 14 / ME 9 / MA 14 / PS 10 / PP 9 / PE 12 / PB 10
SPD 8

7th level Priest

Hit Points: 38

Spells:

Paralysis bolt	Words of Truth
Sense Evil	Magic Net
Tongues	Sorcerers Seals
Armour of Ithan	Geas

Number of spells cast per day: 8

Skills:

Read/Write Southern	100%
Use Poison	64%
Horsemanship (general 7th level)	
Forgery	60/25%
Recognize Poison	68%
Demon/Devil Lore	95%
Racial Histories	64%
Religious Doctrine	100%
Speak Southern, Western, Eastern	100%
Elf, Dwarf, Goblin, Ogre	85%

Lotan has Weapons Proficiencies in Mace only. He normally wears no armour, but will cast Armour of Ithan on himself when needed.

With the Mace Lotan is: +3 to Strike
+2 to Parry
+2 to Throw

C - The Grand Venue Inn: Run by Eran Orstra, a second level human merchant. The Grand Venue specializes in fine and rare foods and drink. Particularly in dragon steaks and Gnome ale, when they are available. Catering to a higher class of people, the cost of both rooms and food reflect the atmosphere of the inn. Rooms vary from 20 gold to 250 gold per night for the grand suite, decorated in silks and satins in the style of the Western Empire including two slaves to wait on the renter. Meals usually

run three times the normal rate. The specialty food cost even more. For example, dragon steaks run 100 gold per ounce, while Gnome ale, reported to be one of the most delicious drinks ever invented, costs 70 gold per ounce. Eran is always on the lookout for adventurers who might be able to supply the special needs of his establishment. So, if the party visits his inn, he will approach them offering up to 20 gold per pound for the meat from any exotic animal which they might kill in the forest, provided that it is not more than 8 hours dead when brought to the inn. Dragon meat is a special case and he will pay up to 100 gold per pound for any part of a dragon.

There is a small stable attached to the side of the inn which always has 1D6 fine riding horses in it. There is also a 40% chance of a average warehouse. (Horse theft is punishable by death).

There is always 2D6 X 100 gold hidden in Orsta's living quarters, and 1D4 X 100 on his person.

Eran Orsta attributes are:

IQ 10 / MA 14 / PE 10 / all other attributes are average.

2nd level merchant

Hit Points: 19

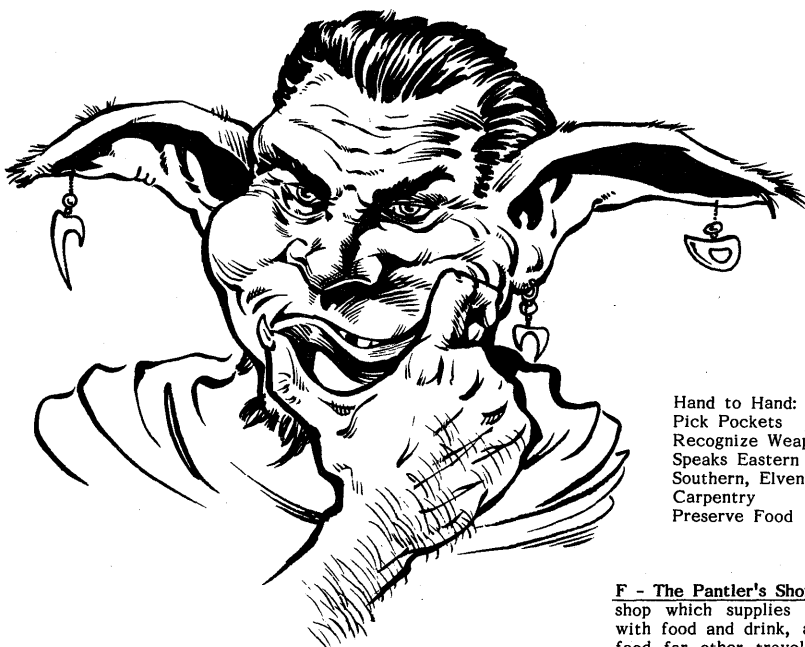
Skills:

Math	45%
Forgery	26/12%
Hand to Hand: Mercenary (2nd level)	
Read/Write Southern & Eastern	36%
Weapon Proficiency Blunt	
Recognize Precious Metals/Stones	27%
Recognize Weapons Quality	25%
Tailor	43%
Speaks Southern	100%
Eastern, Goblin, Dwarfen	70%

With the Mace Orsta is: +1 to Strike
+1 to Parry

Orsta always carries 2 daggers and normally wears no armour.





Hand to Hand: Soldier	(2 attacks)
Pick Pockets	25%
Recognize Weapon Quality	46%
Speaks Eastern	100%
Southern, Elven, Goblin	68%
Carpentry	40%
Preserve Food	52%

D - The Sign of the Grasping Hand: This is a pawn shop run by, unusually enough, a Hob-Goblin named Neryech. He has a most unpleasant personality, and deals harshly and cheaply with whomever enters his shop. While he obviously displays the sub-human intelligence of the average Hob-Goblin, he is actually a 5th level Merchant with the exceptional IQ of 17. He has the following Skills: Recognize Poison 43%, Recognize Precious Metals and Stones 35%, and Recognize Weapon Quality 51%, Math 63%, Read/Write Eastern 36%, Forgery 51/22%, Weapon Proficiency Knives, Weapon Proficiency Sword, Speaks Goblin, Ogre, Eastern, Southern, Dwarven 100%, Western, Elven 60%. He will normally give only 25% of the value of an item in pawn, though he will increase the amount he offers if he recognizes it as something of value. If the player in question does not know the item is valuable, he certainly will not tell them. If he can cheat anyone out of a fair price it will make his day. He will only hold an item in pawn for one week before putting it up for sale to the general public. If a player goes into the shop to buy something, there is only a 50% chance that Neryech will have it in stock, though it will sell at the standard book price, no haggling allowed. Neryech's hit points are 42. He often wears soft leather armour. His alignment is Anarchist, and he carries 1D6+20 gold.

E - The Oak and Stag: This inn caters to the average adventurer or merchant. Food and lodging are plentiful and cost the standard amount. It has a large common drinking room, which is usually very crowded both day and night, with a wide variety of local characters adding colour to the scene. It is run by a human ex-soldier by the name of Durand Wersi.

Durand Wersi attributes are:

IQ 8 / PS 14 / PE 11 / all other attributes are average.

4th level soldier (retired)

Alignment: Unprincipled.

Hit Points: 28

Skills:

Weapon Proficiency Ball and Chain
Weapon Proficiency Short Sword
Weapon Proficiency Shield
Horsemanship (general)
Scale Walls

56%

F - The Pantler's Shop: This is a comprehensive food/spice shop which supplies most of the caravans and local inns with food and drink, as well as carrying a line of preserved food for other travelers. They will buy venison, wild fowl and other exotic meats and herbs from adventurers to supplement their own stock. Prices paid to the players for this will be one-tenth the price listed for that food in the book. All supplies will be sold at standard prices. The owners are a husband and wife who are 3rd level merchants, with average attributes. They have 23 hit points each.

G & H - The Armourers: There are two armourers in town. Both of them carry a wide selection of armour and weapons and are capable of outfitting members of any race. While both armourers will berate the others' good and make terrible comments on the others' ability, they are carrying on a scam. Actually, they are brothers. There is a buried speaking tube which runs from a back room of one shop to a back room of the other. In each room an assistant listens in to the conversation between the armourer and prospective buyer, if the buyer refuses the price stated and leaves to check out the "armourer next door", the assistant will speak through the tube and tell the other brother what price he should charge in order to make a sale.

Of course, all prices start out on the high side and do not come down too much at all, with an average cost of 50 gold more per item than what is standard.

Neither brother carries any magical, Dwarven or Kobold weapons or armour.

The Brothers Killander attributes are:

Bart (Bartholu) Killander

3rd level merchant

Alignment: Unprincipled

IQ 13/all other attributes average

Hit Points: 24

Skills:

Pick Locks	25%
Horsemanship	(General)
Read/Write Southern	52%
Weapon Proficiency Sword	
Weapons Proficiency Cross bow	
Math	55%
Carpentry	42%
Recognize Precious Metal/Stones	33%
Recognize Weapon Quality	35%
Speak Southern	100%
Eastern, Elf, Dwarf, Goblin	80%

Peter Killlander

3rd level Mercenary

Alignment: Anarchist

IQ 8 / PS 18 / +3 to damage / all other attributes average

Hit Points: 22

Skills:

Disguise	32/8%
Pick Pockets	25%
Horsemanship	(general)
Weapon Proficiency Battle Axe	
Weapon Proficiency Blunt	
Weapon Proficiency Pole Arms	
Weapon Proficiency Small Shield	
Hand to Hand: Mercenary	
Scale Walls	48%
Recognize Weapon Quality	38%
Recognize Poison	25%
Recognize Precious Metals/Stones	23%
Math	40%
Speaks Southern	100%
Eastern, Troll, Goblin	70%

Usually dressed in studded leather armour at work, A.R. 12, S.D.C. 38, but has a variety available including plate.

Note: Both brothers carry 1D4 X 40 in gold and have 1D6 X 100 hidden under the anvil and one of the furnaces.



I - The Sign of the Grey Mist: This is a rather specialized Inn which caters mainly to Priests and other Men of Magic. The interior walls are made of rather heavy teakwood, as is all of the furniture. At irregular intervals, a low lying fog seeps up through the floor of the common drinking room. This fog seems to possess the ability to make each table seem remote from the others, as well as dampening all sound, so that even if someone were shouting at the next table you would barely hear them.

Thus, this inn is often used by people who do not wish to have what they are discussing made public, as well as for romantic trysts. Food prices tend to be a little more expensive than normal, about 5 gold more on the average. Many of the townspeople attribute this to the cost of creating and maintaining the fog effect. Rooms are standard price, but there are few of them available normally, with only 25% chance of an opening occurring each day. Each room, however, has the advantage of being very private and is also soundproof.

The Grey Mist is run by a middle-aged Elf Scholar by the name of Celestar Glamourian. Celestar's most prized possession is a small agate medallion which creates the fog effect. It can be activated up to 7 times per day, with a duration of 90 melees and will create a circle of fog 80 feet across out of doors.

Celestar Glamourian attributes are:

5th level Scholar

Alignment: Scrupulous

IQ 18 / PB 23 / all other attributes average.

Hit Points: 37

Skills:

Horsemanship	(general)
Identify Plants/Fruits	59/61%
Locate Secret Compartments/Doors	38%
Weapon Proficiency Staves	
Read/Write Elven	100%
Eastern	96%
Math	100%
Speaks Elven, Dwarven, Goblin	
Eastern	100%
Southern, Troll	79%

J - Karowyn's Merchant Warehouse: This rather large building belongs to the Karowyn Merchant empire. It is used as a drop off point, with any number of caravans dropping off items to be shipped out later on a caravan of their own. As Karowyn's tends to deal in rather valuable items such as precious gems and spices, as well as Dwarven or Kobold made weapons, there are always 1D12 human guards stationed around the warehouse, all of them 2nd level and armed with a broadsword and large shield. There is always 1D20 X 1000 gold pieces worth of merchandise in the warehouse, weighing 1D100 X 50 pounds.

Karowyn's attributes are:

8th level merchant (human, noble)

Alignment: Anarchist

IQ 14 / MA 16 / PE 12 / all other attributes average.

Hit Points: 53

Skills:

Read/Write Eastern	100%
Horsemanship (knight)	
Hand to Hand: Soldier	(6th level)
Weapon Proficiency Small Shield	(6th level)
Weapon Proficiency Short Sword	(6th level)
Weapon Proficiency Knives	(6th level)
Forgery	74/36%
Pick Locks	50%
Pick Pockets	50%
Recognize Precious Metal/Stones	73%
Recognize Weapon Quality	70%
Speaks all Languages	100%
Recognize Poison	65%
Tailor	91%
Dance	100%

Note: Karowyn is usually dressed in fine cloths. He usually has on his person 1D8 X 100 in gold at any time. Owns double-mail armour and plate and chain, the latter is very ornate. Carries short sword (dwarven, +4 to damage) and at least one knife of exceptional quality, +1 to damage, +1 to parry.

K - The Traveler's Rest Hotel: Rather than a full-fledged inn, with both food and rooms available, this establishment rents rooms only, though at a rather cheap rate, 5 gold per person per night. No food, drink, pets or Ogres allowed. This business is run by Felisa Posmir, a woman who has earned the respect and fear of most of the town. A true tyrant, anyone who crosses her path is going to catch an earful of what she thinks of them. Her IQ is 12 and the rest of her attributes are average. She is a 3rd level merchant, her alignment is unprincipled and she has 22 hit points.

L - The Wizard's Guild: This very tiny guild hall is designed to hold only five Wizards at any given time. To join this guild chapter will cost a player 500 gold, which can be paid anytime within a year from applying. The only full time occupant of the guild hall is Tolquaz, a rather pretty female human, about 25 years old. Unfortunately Tolquaz seems to be having the worse luck, stubbing her toe on non-existent rocks, getting a paper cut when she picks up a book, etc. She will explain she had a slight disagreement with an evil Priest several months ago and the curse has not worn off yet. If a player joins the guild and wishes to check out the small library for information on the area or maps, they will find that all it will tell them is basically word for word what Morgan has already told them.

Tolquaz's attributes are:

5th level Wizard

Alignment: Scrupulous

IQ 13 / MA 12 / PE 11 / PB 14 / all other attributes are average.

Hit Points: 32



Spells:

Cloud of Slumber	(1st level)
Sense Magic	(1st level)
Decipher Magic	(1st level)
Tongues	(2nd level)
Globe of Daylight	(2nd level)
Carpet of Adhesion	(2nd level)
Mesmerism	(2nd level)
Chameleon	(2nd level)
Fleet Feet	(3rd level)
Call Lighting	(3rd level)
Size of Behemoth	(4th level)

Number of spells cast per day: 8

2 spell attacks per melee

Scroll Conversion 36%

Skills:

Disguise	45/15%
Horsemanship	(general)
Medical	78/82%
Pick Locks	43%
Weapon Proficiency Knives	
Weapon Proficiency Sling	(3rd level)
Speak Eastern, Western, Elven,	
Dwarven, Goblin	100%
Read/Write Eastern	100%
Western, Elven	74%
Demon/Devil Lore	80%

M - The Warlock's Retreat: This building is the local Temple of the Elements, with room for up to 30 Warlocks or Druids to live in. Only Warlocks and Druids are allowed to enter by answering special questions only a member of those two professions could know.

This is a temple and way station only, no research information will be found here. Members must supply their own food and bedrolls. The main sanctuary of the temple is made up of five rooms. One of which contains an ever-burning flame, another a fountain of pure water, another a continually blowing wind, and another a large mound of earth and rock. The final room contains only an oak tree, carefully tended, and is reserved especially for Druids.

To join the temple, besides being a Warlock or Druid, a player has to perform one deed which would be considered to be of benefit either to the particular element they worship or to nature as a whole. They must have proof of this, eyewitness accounts being allowable. As well, the act must not be against the good of all, ie. no forest fires, drowning of innocent, hurricanes or earthquakes, just because that represents the Warlock's particular element. The cost for rooms here is 5 gold per night.

N - Sign of the Green Hand: This is the home of one of Ac's most prominent Healers, Wersin Opet. Wersin is a rather unusual item in this town, or any other for that matter. He is a Gnome and is of 4th level proficiency. His prices vary, being very reasonable for those who he likes (remember a Gnome's instinctive dislike for Trolls, Ogres, Orcs and Kobolds), and extremely expensive for those who argue with him or threaten him. Normally he charges about 10 gold per Healing Touch and about 30,000 gold for a Resurrection. For most other of his skills, especially if he must nurse someone over a period of days, he will charge between 200 and 300 gold. In cases where he is in personal danger, such as if he is called upon to do Exorcism, multiply the normal charge by 10. Wersin has 60 I.S.P. to use for healing.

He is much loved in this town for his gentle ways and generosity. If anyone harms him in anyway, the people of the town will literally attempt to tear the offender apart.



Wersin Opet's attributes are:

4th level (gnome) Healer

Alignment: Scrupulous

I.S.P.: 60

IQ 11 / ME 6 / MA 16 / PS 7 / PP 15 / PE 15 / PB 19
SPD 4

Hit Points: 34

Abilities: See Palladium Role-Playing Game pg. 151-153

Skills:

Locate Secret Compartments/Doors	24%
Use Poison	35%
Read/Write Dwarven	42%
Medical	67/71%
Identify Plants/Fruits	44/46%
Recognize Poison	36%
Religious Doctrine	48%
Cook	65%
Plant/Farm Lore	46%
Swim	65%
Speak Dwarven/Gnome	100%
Elven, Goblin, Southern, Eastern	85%
Western	65%
Hand to Hand: Non-Men of Arms	
Weapon Proficiency Knives	
Weapon Proficiency Sling	

O - The Mapmaker's Shop: Here the players will be able to acquire many general maps of Timiro, the Eastern Territories and the Old Kingdom. Accuracy is not one of the high points of these drawings. In many cases the mapmaker, Herot Tome, will pay travelers for the right to copy any map which they carry. Because of this, there are a great many finely detailed maps for sale here, totally unconnected in either style or scale, which will show small areas of different lands, many are untitled as to which country they depict.

If the party checks to see if there is a more accurate map of the area, they will find the one presented to them by Morgan is as accurate as anything in the town. Herot will, however, attempt to interest them in one of the many untitled maps, making up a great story of hidden treasure or information to be gained. He will charge 100 gold for one of his real maps of Timiro, the Eastern Territories or the Old Kingdom, but the untitled maps will sell for 20 gold each. He will offer any member of the party who has a map not bought from his shop 10 gold for the right to copy it and will promise to have it returned within one day.

P - The Mayor's Home: This rather large, impressive stone structure is the home of the hereditary Mayors of AC. The present mayor is a human by the name of Torani Sarman, a rather pompous and ineffectual person. He is always dressed in the finest of clothes and is surrounded by a retinue of his "staff", actually only his relatives and hangers-on seeking favours. He makes a great pretense of being busy and if talked to by the party, will tell them he has only a few minutes of his time to give them, "Affairs of state, you know".

In reality, of course, the town is run by the Priest, Nesta Lotan from the Temple of Light and Dark. Torani knows this and given the chance, will attempt to countermand any order given by Nesta, except when the priest is actually present. Friends of Nesta are not friends of his, and his displeasure can be something to reckon with. As he makes reports of the goings-on in the town both to the Commander of Fort AC and to the King of Timiro himself. Torani is a 5th level Noble, his alignment is anarchist and he has 28 hit points.



Q - The Church of the Walking God: This is a local demi-god, a religion started a number of years ago when a mysterious prophet came into AC and started to preach. He ranted on for days, when, so the faithful say, he was martyred by being pushed down a well. Though nearby farmers would say he was pushed down the well just to get him to shut up.

He was preaching the doctrine of the **Big Bag Theory of Evolution**, which states that, in an immense Somewhere, there is a gigantic Walking God, going to Somewhere, from Somewhere. Asking where the God is going is considered to be blasphemy. Over his shoulder is slung a Bag, in which he put Food, Earth, and Water before setting out on his journey. He has walked for a long time beneath a hot sun, during which the earth mixed with the water and formed lumps of mud, while the food spoiled and things began to grow on it, covering the lumps of mud as well.

The earth is one of those lumps and the people and plants are the things growing on it. Our sun is caused by a large hole in the bag. While the moon and stars are many smaller holes on the other side of the bag. Day and night, as well as the movement of the sun and stars occurs as the bag slowly spins on the shoulder of the Walking God.

The main premise of this religion is that no one should pray or sacrifice to this god, or to do anything which might cause what has happened in the bag to become noticed by him, for he would then clean out the bag and the end of the world would come.

There are no priests or worshippers at this church, while the building itself is nothing more than an empty shack, though treated with great reverence by most of the people of the town.

R - The Green Griffin: This establishment is much frequented by average merchants and travelers. Though there are few rooms here, they are very comfortable and not expensive, and the food is excellent.

The Green Griffin is so called because of the huge stuffed griffin which forms the centerpiece of the bar. The owner of the establishment, one Oper Wells, a human of middle age, will boast, almost continually, that he killed it himself in single combat, back when "I was a young stud, the terror of bandits for miles around!" Actually, he bought the griffin from a traveling huckster and his wife won't let him keep it in the house. In addition, he has never even lifted a weapon in self defense, let alone killed a great animal. Any request made by the party as to having him join them will cause him to back right off, giving many excuses as to his health, the welfare of his family, etc. as to why he cannot go. He will, however, give them the benefit of his "great experience".

S - Marandoro's Hollow: This most unusual tavern attracts many Rangers, Shaman, Druids, and others connected to or interested in nature. From the outside the Hollow appears to be small, densely packed stand of trees. As one draws nearer to it, a small stream of smoke will be seen coming out of the branches of the trees, and an obviously artificial opening in the shape of a small arch will be seen cutting across several trees. Once inside the tavern, it will be seen that the trees form a perfect natural wall, with the branches and leaves above making a perfect ceiling which does not leak even in the heaviest rainstorm. The Hollow itself is one small open room which appears to be a tiny, complete forest, with many small trees, grass and flowers. On one side of the room is a small fountain gushing clear water, which winds its way in a little stream across the room before gathering in a round pool. On the other side of the room is another spring, tended by the owner, **Baren Xors**, an Elf. This spring spouts clear, sparkling ale.

There is an all pervasive light in the Hollow which seems to come from the trees. In addition, as the players sit and drink, they will occasionally see movement in the leaves above, or a small figure darting around in areas of the Hollow when no one is near. This is caused by **Sal**, a **Brownie** who became attached to Baren many years ago. Sal does not like to be seen and will only move through areas not close to people. However, if a glass is left unattended, the drinker may come back to find it empty or missing altogether. Any attack on Baren or a fight starting in the Hollow, will result in the perpetrators having a Cloud of Slumber cast on them by Sal, all standard effects of Faeries magic applying.

Baren Xors attributes are:

5th level (Elf) Warlock; Air & Earth

Alignment: Scrupulous

IQ 12 / ME 14 / MA 6 / PS 9 / PP 17 / PE 10

Hit Points: 30 / PB 20

Sense Elementals 75%
Summon Elementals 25% (Earth or Air)

Spells:

<u>Air</u>	<u>Earth</u>
Breath Without Air	Fool's Gold
Change Wind Direction	Identify Minerals
Call Lightning	Wall of Stone
Protection From Lightning	Quicksand
Breath of Life	Travel Through Earth

Number of spells cast per day: 5 air/5 earth
2 spell attacks per melee
See Warlock pgs. 76 - 79 for abilities in detail.

Skills:

Dowsing	62%
Identify Plants/Fruits	45/47%
Read/Write Elven	54%
Horsemanship	(general)
Weapon Proficiency Staves	
Weapon Proficiency Short Bow	
Faerie Lore	70%
Play Wind Instrument	66%
Recognize Precious Metal/Stones	47%
Swim	80%
Speak Elven, Dwarven, Faerie, Goblin, & Eastern	100%
Southern & Western	65%

T - Karowyn's Merchant House Offices: Here the accounting and shipping for the local warehouse is done. Karowyns has five evaluators who will check over any item brought into the office to determine the value. They have high standards of quality, therefore only the best will be bought. To maintain this level of quality Karowyn's will pay 70% of current market value, an extremely fair price for a merchant.

This office is run by **Produr Quarnison**, a rather surly human who will not really be interested in any players who come in unless they have something to sell, wish to hire on as guards (Karowyn's will occasionally hire both Men of Arms and Men of Magic as guards for their warehouses and caravans), or if they wish to make some kind of large financial transaction. One service that Karowyn's offers is the ability to purchase merchant drafts. This is often used by travelers who do not wish to carry large sums of money with them on the road. The travelers deposit a sum of money with an office of Karowyn's in one town (no draft under 1000 gold is allowed) and in return is given a specially signed draft (or note) along with a secret code word which will identify them. They can then travel and upon reaching another town with a Karowyn office, present the draft and code word and receive the same amount as listed on the draft, minus a 10% service charge. There is no way, short of the use of psionics that a draft can be stolen and cashed.

Produr Quarnison's attributes are:

5th level Merchant

Alignment: Scrupulous

IQ 11 / PE 16 / all other attributes are average.

Hit Points: 34

Skills:

Math	73%
Recognize Precious Metal/Stones	47%
Recognize Weapon Quality	53%
Speak Eastern, Southern, Western Elven, Goblin, Ogre	100%

Dresses well, rarely in armour, but owns a fine suit of splint armour, A.R. 16, S.D.C. 82. Has 1D4 X 100 gold on his person at any time; has 3D6 X 100 at easy access in the office. Another 1D6 X 1000 gold in a locked metal box is hidden in a secret compartment.

U - The Sign of the Salamander: This is a tavern and gambling house, run down and dilapidated in the extreme, in fact it looks like an old shack, ready to fall down at any moment.

This tavern serves only ale, and cheap watered ale at that, but only charges one gold piece per mug. All games of chance are allowed here, and all bets are accepted though, due to local laws, souls cannot be wagered.

The proprietor here puts up with no trouble or arguments with the house croupier, and anyone who wants to fight can take it outside. In any case, starting trouble with the owner is not too good an idea, being as the owner is **Og**, the Troll. Anyone starting trouble with him is quite likely to be bounced off the walls several times.

Og also has a second, secret job. He is the head of the Thieves Guild for the town. While not too bright himself, he has several excellent advisors. The actual guild meeting room is a small underground cellar, the entrance of which is hidden beneath a dice table.

Anyone wishing to join the Thieves Guild must carefully drop hints around town and wait to be contacted.

Og's attributes are:

6th level (troll) thief

Alignment: Miscreant

IQ 9 / ME 5 / MA 4 / PS 27 / PP 19 / PE 18 / PB 6
SPD 9

Hit Points: 48

11ft tall



Armour: Usually dresses in good cloth and studded leather armour A.R. 12, S.D.C. 38. Also has a suit of chain mail and scale mail for special missions.

Weapons: Giant size knives (2 or 3), Flamberge (4 - 24 damage), & a battle axe. Usually has 1D4 X 20 gold on person.

V - Korg's Livery Stable: These two large stables on the east end of town are owned and operated by Korg, the only settled and semi-accepted Ogre around. Many people put up with him only because of his uncanny ability to breed, raise and train horses. He and a number of his human hirelings can be seen each day putting the horses through their paces. His horses are considered to be the finest north of Sims.

He will always have 3D10 riding horses for sale for 1000 + 1D4 X 1000 gold, and trained warhorses for 6000 + 3D6 X 1000 gold. He will not sell untrained warhorses. Any horse owned by the players can be stabled here for a cost of 20 gold per night.

Korg's attributes are:

Alignment: Unprincipled

IQ 10 / ME 9 / MA 5 / PS 19 / PP 14 / PE 16

Hit Points: 29 / PB 6
SPD 9

Bonuses: +4 to Damage

Skills:

Horsemanship: Knight (8th level)	
Raise/Breed Horses	89%
Hand to Hand Mercenary (3rd level)	
Medical	60/64%
Trap/Skin Small Animals	62/66%
Prowl	42%
Dowsing	50%
Weapon Proficiency Spears/Forks	
Math	58%
Cook	60%
Carpentry	58%
Identify Plants/Fruits	50/52%
Plant/Farm Lore	56%
Speaks Ogre	100%
Southern, Eastern, Goblin, Dwarven	90%

Armour: Usually wears soft leather, A.R. 9, S.D.C. 20.

Weapons: Dagger on person, spear, pitch forks or military fork, usually in easy reach in the stable.

Carries 2D6 X 10 in gold and has 1D4 X 1000 gold hidden in the stable.

FORT AC

Fort Ac - The Military Fort

There is a detachment of 300 of the 14th Timbro Calvary stationed at a small stone fort just a few hundred yards to the north of town. Captain Jeri Braws is the commander here. He is an honest and duty minded officer and will brook no funny business from his men. If corruption on the part of one of his men can be proven, Jeri will take steps to make sure the offender is punished.

Unfortunately, he is away from the fort leading patrols or investigating the many small thefts from the caravans, about 75% of the time. In his absence he leaves the vastly less conscientious and honest Lieutenant Camphar Moss, who has made a standing deal with the thieves guild from Ac to buy off or reroute any patrols in the area of a projected guild attack.

If the players go to the Fort seeking employment, they will be told that the regiment is enlisting only experienced (3rd level or higher) Soldiers, Knights or Palladins. (Of course, no NPC would ever talk in levels or Character Occupations; this is placed here only so the gamemaster and players will understand exactly the kind of Men at Arms which are being sought.)

Bonuses:

+12 to Damage

+2 to Strike/Parry/Dodge

+2 vs Magic/Poison

Skills:

Hand to Hand: Thief (3 attacks per	melee)
Scale Walls	60%
Forgery	54/22%
Locate Secret Compartments/Doors	36%
Pick Locks	45%
Pick Pockets	52%
Weapon Proficiency Large Sword	
Weapon Proficiency Battle Axe (3rd level)	
Weapon Proficiency Knives (3rd level)	
Ventriloquism	50%
Imitate Voices	56%
Recognize Poison	50%
Recognize Precious Metals/Stones	42%
Speaks Troll	100%
Eastern, Southern, Goblin	80%
Elven, Western	50%



If the players go to the fort to ask for aid, as in manpower, for their quest, and Jersi is out of the area, they will only be able to hire men by promising them no less than 500 gold per man. Even at that, it is likely that if the going gets rough they will simply get up and leave unless offered at least another 250 gold. There is a 75% chance that the hired soldiers will leave if trouble starts.

After the adventure if there is not enough money for the soldiers to be paid, there is a good chance the players will simply disappear one night, never to be seen again, meeting with sudden death or sold into slavery.

If Jersi is at the fort when the players arrive, there is no way he will give them any help at all; "We hardly have enough men to cover the regular caravan routes, what with all the attacks going on lately and there is no way that we're going on a wild goose chase to Nargash-Tor with no evidence but a few local rumors. If you can find some real proof, come back and maybe we can do something for you."

The Terrain Around Fort Ac

Though not heavily populated, this forest is inhabited

by human farmers, woodcutters, and the like. There are few animals in the forest, it having been settled for some time and most of the really dangerous beasts hunted out of existence.

However, there is the occasional monster or Ogre pack making its way from the Old Kingdom towards Mount Nargash, picking up the occasional cow or farmer as a snack on the way. There are also wolf packs which roam north from the Brown Plains, making the occasional foray as far north as the fort.

Many of the farmers and stockbreeders in the forest have average riding horses for sale 20% of the time at regular price, and nags at $\frac{1}{2}$ the usual price (Gamemaster reduce speed by 15 mph. Hit points 3D8, no dodge)

The Brown Plains

This large, sparsely populated region is recognized only for its low grasslands. With few trees or anything more than scrub bushes to break up the landscape. It is home, however, to a number of dangerous beasts, both two and four footed.

NORTHWOODS

Northwoods

Very dense and dark, the large number of thickets and the fact that there may be only a few feet between each tree makes travel through Northwoods a long, arduous task. It normally takes up to 5 hours to cover one mile on foot. With the exception of small pack animals passage through Northwoods on horseback is impossible in all but the far eastern section of the woods. Here it begins to thin out as it approaches Lake Magnys. Deer and wild game abound in this area.

These peaceful, idyllic seeming woods are the most dangerous in the region. Only the human inhabited northwest section is relatively safe. Horses always act skittish

and frightened in these woods. Even the best trained horse will bolt wildly from its rider if the opportunity presents itself. Presumably the reason for this unnatural behavior is due to the strange and mystical woodland spirits which are said to live here.

It is said that faeries abound in the Northwoods and that many an unfortunate traveler has fallen victim to the Faeries Dance presided over by the great and awful King of the Faeries. Rumor also tells of a demon-haunted pool and of terrible creatures that crawl down from the mountains.

To complicate matters more, a handful or rag-tag human, Orc and Ogre bandits roam the area preying on unsuspecting wayfarers.

The Faerie Mound

The Faerie Mound, as the players approach it, will appear as a small hill about 20 feet high and 30 feet across, situated in the middle of a small clearing. Hundreds of faerie folk will be seen flying running or dancing about the area. A quick inspection of the area and a successful roll on Faerie Lore will assure the players there is no Faerie Circle here. However, the skeletal remains of an Ogre lays ominously among the flowers and mushrooms atop the mound.

Being extremely curious, as well as mischievous, the players will quickly find themselves surrounded by faeries of all sorts. Though a number of these faeries will talk with the player, the rest will find some rather more imaginative ways to entertain themselves, diving into the players packs and digging through their contents, casting anything which does not catch their interest on the ground. Others will tug on the players hair or clothing or "borrowing" a few items from their belts which the faeries are sure won't be needed. Others will fall back on the old standby of tying the player's shoelaces together.

After a few minutes of fun and games, a Sprite will fly out from the mound and announce, giggling all the while, that the players are summoned to appear before the mighty Balandathor, King of the Faeries. They will be led, surrounded by a cloud of faeries, around the hill until they see a small opening on its northern side. As they watch, this opening will grow larger and larger and the earth will form into steps, until the hole is large enough for even an Ogre sized character to walk down without stooping.

They will be led down this passageway single-file into the dark. Players will not be able to refuse, as there are enough faeries in the area to insure there is no way a player could save against a Mesmerism or other spell of control. They will walk down about 30 feet until they come to a large, natural underground cavern.

Upon entering this room, which is 80 feet across north to south, and roughly 30 feet across east to west, there will be a sudden glare of light. The whole cavern is suddenly illuminated as a number of faeries cast a Sphere of Daylight. The room is literally full of faeries of all descriptions, though a roll on Faerie Lore will reveal the absence of both Toadstools and Pucks. On the far northern wall, set between stalagmites on the cavern floor, is a large stone throne. Seated on it is a horrible creature the size of an Ogre, though no Ogre ever looked like this.

Its face and hands have the appearance of toughened leather and are covered by terrible cuts, so that in some places it appears to held together only by very obvious and ugly stitches. Its pointed ears are the only physical features which identify it as a faerie at all. In one hand it bears a large scepter crowned with a human skull. Standing on its shoulder is a small faerie which a roll on Faerie Lore will identify as a Bogie. A similar roll to identify the large creature will leave the party in total ignorance. No faerie like this has ever been seen before.

The Bogie will step forward on the creature's shoulder and announce in a loud voice that the party should step and kneel before the mighty presence of Balandathor, The King of the Faeries. After they do so he will introduce himself as Malthar, Balandathor's chief advisor. At this point Balandathor will take over the questioning and demand to know what the players are doing in his forest. His voice is both loud and grating. He will accuse them of coming here only to hunt for faeries or their treasures.

No matter what the players tell him the first time, even if it is the truth, he will accuse them of lying. He will ask them to prove their good intent by giving up their weapons. If, in the process of giving them up a players asks if they will be returned later, Balandathor will not answer. If a player refuses to give up his weapons or if at any time after they enter the faerie's mound a player tries to drive the faeries away by magic or other means, they will all be summarily ejected from the mound. Any items or weapons which have been taken from them will not be returned, and they will be ordered to leave and never return.

If all players give up their weapons, Balandathor will become much more jovial, saying he believes them now, inviting them to a feast. During all that has been going on, players who are looking about the room will see a number of faeries trying not to laugh and not doing a very good job of it. In fact ripples of amusement can be noticed spreading across the room.

All of this comes from the fact that Balandathor is a fake. He is a puppet operated by magic and Malathar the Bogie, who considers himself to be the King of the Faerie folk. The rest of the faeries don't really recognize

him as such, but it keeps Malathar happy and there is always a good laugh when non-faerie folk meet "Balandathor".

Any player who gets within 10 feet of Balandathor can attempt to roll beneath either their skill in Medical or Tailor to identify him as a puppet. Malathar will never give the show away. However, if a player acts truly terrified of the puppet, a faerie will try to calm him or her down by whispering the truth to him/her.

At "Balandathor's" invitation to a feast a great cry of joy will come up from the mass of faeries, who will scatter in all directions into small tunnels in the sides of the cavern. They will return moments later bearing tiny trays of candies, cooked meats, vegetables and tiny glasses of wine. Any player who can think of a polite excuse not to join the feasting, such as "I am a religious man and this day is a day of fasting for members of my church" will be allowed to sit out. All others will be played with much food, even by human standards. However, as is the danger with faerie folk, all this food is magical and each morsel has its own effect. Consult the following table to see what the effect is for each kind of food.

Faerie Food Table

- | | |
|------------------|---|
| 1. Wine | Extreme drunkenness for 2D12 hours, -5 to Strike, Parry and Dodge and -5 from Speed. |
| 2. Walnut Candy | A random phobia is picked up lasting 1D6 days. |
| 3. Almond Candy | The player's skin will take on the look and texture of tree bark, temporarily reducing the player's Physical Beauty by 6. The effect lasts 1D8 days. No player can have a beauty of less than 1. |
| 4. Beef Cake | Males who eat this will immediately consider themselves to be of surpassing beauty and skill. Females who eat this will fall in love with the first male they see. Effects last 1D4 months, though Remove Curse will break the spell. |
| 5. Duck | Whether the player who eats this is lucky or not is a matter for consideration. The said player gains +3 on all rolls to Dodge, but becomes very timid. The affected player will never lead a charge and would much rather run than fight. This will last 1D6 days. |
| 6. Skunk Cabbage | This food causes the player to have a rather offensive body odor. Which can be smelled up to 8 feet away. This smell will last only 1D6 hours, but each player who smells this odor must roll under his/her Mental Endurance on a D20 to avoid vomiting. |
| 7. Green Beans | This vegetable simply causes the player to turn green. Unless a Remove Curse is cast on the player, the effects are permanent. |
| 8. Cauliflower | This amusing vegetable causes the eaters ears to grow four times larger than normal. This will last 1D6 months unless a Remove Curse is used. |

(Gamemasters are invited to think up extra delicacies for the Faerie's table, as well as more interesting tricks for the faeries to play before, during and after the meal.)





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If after all this, the players have kept their collective senses of humor, (remember, as long as no faerie is seriously threatened or hurt, the occasional outburst of frustration or anger on the part of the party will be vastly amusing to the faeries and met with cries of "Go get 'em tiger" and the like.) "Balandathor", or Malathar if his cover has been blown, will offer to have a number of faeries guide the players to the home of the Druid of the Northwoods. Whether they accept this or not, all the player's weapons and goods, with a few minor exceptions, gamemaster's choice, will be returned, and they will be released.

Any faerie guide will take them by the shortest route possible. Unfortunately, the entire trip to the Druid will consist of one practical joke after another, such as leading the party through a patch of poison ivy. Such jokes can only be avoided by the party keeping their eyes open and their wits about them. The gamemaster is invited to be as creative as possible with these jokes, but at least some of them should be avoidable by the player's use of their skills. For example: the poison ivy patch trick could be avoided if one of the players making a successful roll on Identify Plants/Fruits.

Several times during the course of the trip the faeries will stop and demand a song from the players or a joke. The gamemaster should have the players actually sing or tell a joke, with the appropriate reactions from the faeries.

While the faeries are with the party no rolls for random encounters are needed to be made as the faeries will protect the players from all harm.

Malathar the Bogie

IQ 6 / ME 9 / MA 8 / PS 5 / PP 16 / PE 12 / PB 6
SPD 19

Hit Points: 36

Magical Abilities: all at 10th level proficiency
 Wind Rush Sphere of Light
 Fog of Fear Mesmerism
 Wisps of Confusion Ventriloquism
 Purple Mist Animate Object

Natural Abilities:

Nightvision 90 feet, can shape change into any of the following; Large Spider, Scorpion, or Centipede. He can Scale Walls 92%, and Prowl at 77%

Note to the Gamemaster

Faeries are a rather unusual non-player character race and sometimes rather difficult to run. It must be remembered that faeries, for the most part, are immortal children, with a child's innocence, energy and a gift of laughter. To run, dance and play is all they desire, with human intrusion only a momentary interlude in their age old games. It is almost impossible for a human to hold a serious conversation with most faeries, except on an emotional level.

Faeries hate to see anyone sad. Their minds are so flighty that only this will get through to them, for which they will do little things for the injured party, such as bringing flowers or replacing some item, but only if it is easily available and close at hand. They may go as far, if amused by the party, as carrying a message or showing a path, for which they will expect suitable recompense such as a prett stone, (not necessarily a gem), wine or perhaps just a song or a joke.

Faeries will never join with a party just to "get the bad guys" or to gain wealth. Their span of concentration is so short that after the first half hour they would be flitting away to investigate some flower or other. In the same vein, faeries will not attack or attempt to kill the players if they happen upon them, just because

they are in their forest. They would much rather play tricks upon them. Taking the player's equipment, creating discontent or just plain scaring them. Only if the faeries felt their whole people were threatened or if they saw one of their kind being hurt or killed, might they become vicious. A band of faeries out for revenge is a terrible sight. Even at this, they would not remain angry for long, and would be much more likely to mutilate the offender than kill him, preferably in a manner which would affect his profession; ie. a wizard might have his tongue cut out.

While the above holds true for most faeries, there are some exceptions; the Bogie, Spriggan, Toadstool and Puck. These like to terrorize and hurt people. The Bogie and Spriggan would much prefer to have all non-faerie folk out of what they consider to be their areas, and they are more than willing to help them on their way with a swift kick in the rear, or worse but equally amusing. Toadstools and Pucks like them dead or dying, hopefully by some method slow and painful, so they can enjoy it.

The players can make use of the different methods for driving faeries away. If they do so they had better plan on using the said devices continually. Any faltering or slip-ups on their part in the use of these procedures will result in a deluge of faeries. Each would be eager to "get back" at the stupid, silly mortals who have driven them away, even for a short time, from their ancient playground.

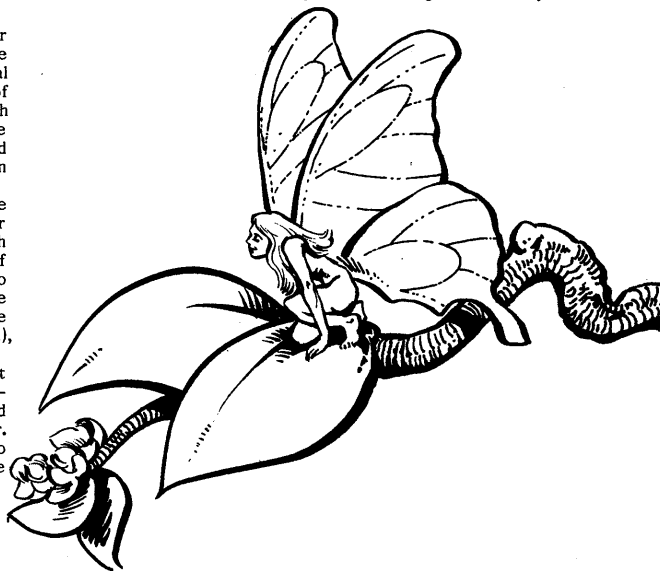
The result of such an attack would not be physically harmful, at least not initially. All of the character's possessions, weapons, money, packs and maybe if the faeries were feeling really wicked, clothes, would be stripped from them. To add insult to injury, there would probably be a few faeries sitting on the sidelines making comments about the various physical and mental shortcomings of the "revealed" characters, after which they would be released to go their way. How long they would last without their gear is a matter which would not bother the faeries at all.

The Faeries Ring

This is a large ring of bare packed earth about 40 feet across. The ring is surrounded by uncountable multi-coloured mushrooms. Any player making a successful roll on Faerie Lore will be able to identify the ring.

In the center of the ring lies the skeleton of one of Rhaznor's Ogre rangers who came hunting one time too many. On the body there is a stone ax, a giant sized dagger and 50 gold pieces.

While there will be no faeries in the area interested in dancing when the party arrives, there is a 25% chance per half hour spent in the area that some will arrive and insist that the players join them. If this happens the faeries will keep the players dancing for 1D8 days.





SALIMAR

The Druids Cave

As the players walk down into a dale between two hills, they will be able to see a small stream which collects in a pool near an opening in the side of the eastern hill. In the mouth of the cave they will see what is apparently a bear sleeping in the sun. If they come closer than 100 feet to the cave, a white stag with a magnificent set of antlers will break from the woods to the west and take up a position between them and the cave. Sitting in the stag's antlers will be a number of different faeries, all of which will be laughing and pointing at the players.

If the players have been escorted here by the faeries from the Faerie Mound they will have no trouble and will be introduced by their faerie guides. Otherwise there could be a great deal of trouble, as the stag is actually Salimar, Druid of the Northwoods, in the guise of his totem animal.

If not introduced by the faeries, Salimar will demand to know who they are and what they are doing here. If the players tell him about seeking the lair of Rhaznor he will suddenly become interested. Rhaznor has been hunting many animals in the woods and has been cutting down many trees. Because of this Salimar will tell the players that while he does not know exactly how to go about approaching Rhaznor's Kobold hideout, there is a Merrow who lives in Lake Megnys who might be able to

help them. He will then give them directions on how to get to her home.

If brought to Salimar's cave by the faeries he will also tell them that the last survivors from the Kobold outpost have taken refuge in the deepest part of the woods and are under his protection. He will offer to guide them to their present hideout if the players will swear to tell no one afterwards.

He will go on to explain that the Kobolds are extremely suspicious of everyone, even himself, so while he can guide them he cannot guarantee what the Kobold's reaction will be.

Whether introduced or not, Salimar will change back to his human form, the faeries now sitting on his head and shoulders. He will immediately call the bear to his side. Any player making a successful roll on the skill Trap/Skin Large Animal will immediately recognize the bear as being a mountain brown bear. At any sign of danger, including a player beginning to cast a spell, the bear will launch itself at the offending player.

Salimar is an extremely gruff individual who does not really like people. He will not volunteer any more information than is needed to assure that the players leave his woods as soon as possible. He will not ask what the players want and if they do not volunteer any information he will simply tell them to leave. Any directions he gives them will be accurate.

The faeries with Salimar are very fond of him, for a non-faerie, and any attack on him will result in the players having so many Clouds of Slumber spells cast on them they will have no hope of saving against the effects.

A special note: Salimar will allow no one to go near or enter the small cave. This cave is not his, but belongs to the bear who guards him. Salimar sleeps out under the trees and the stars, like any good Druid.

Salimar the Druid

7th level Druid: totem type, Hooved

Alignment: Unprincipled

IQ 9 / ME 13 / MA 10 / PS 7 / PP 10 / PE 14 / PB 13
SPD 22

Hit Points: 42

Druidic abilities:

Recognize quality/type hooved animal	86%
+6 to Damage, +2 to Dodge	
Befriend Animal	80%
Calm Animal	78%
Control animal	62%
Summon Totem - General	72%
Summon Totem - Specific	64%
Metamorphosis - Induce	72%
Revert to animal IQ	15%
Chance of freezing in animal form	7%
Chance of permanent shape change	7%

Salimar also has a familiar in the form of a weasel which will never be seen by the players unless one of them attempts to attack Salimar from behind. A warning squeal from the weasel will result in a quick attack by the bear.

Salimar uses no weapons at all, depending on his friends for help in hunting and defense.

The Mountain Brown Bear

Hit Points: 54

8ft tall, 700lbs

2 attacks per melee
claws do 1-8 damage
bite does 1-6 damage

Bonuses:

+2 to Strike
+6 to Damage

The Gnome Tribe

The Gnomes live in Northwoods under the protection of the Druid and by extension, the faeries. There are only twelve of them and they range throughout Northwoods, never staying more than a few days in one place. They have many hiding holes dug throughout the forest and if pursued will Prowl to the nearest one and hide, apparently disappearing from view.

Though extremely shy, they are curious. Resulting in an excellent spy system set up with the faeries bringing them news of any strangers moving through their region of Northwoods. They will attempt to get close enough to the party in order to find out what they are doing in the forest.

Only one or two of the tribe will come within viewing range of the party. The rest of the Gnomes will wait a safe distance away. They will, however, stay within hearing range in case their scout needs help. If spotted by the party and chased, all the Gnomes will attempt to Prowl away to one of their many hiding holes. If one is captured, the rest will send word to the Druid via the faeries. If any attempt to harm the Gnome is made, any faerie in the vicinity will come to the aid of the captive.

The Druid will arrive in 1D6 hours, and will demand the release of the Gnome "or else". The "or else" is

an attack by 4 mountain brown bears. Any players who survives this attack will be put to sleep by the faeries and will wake up a prisoner of the Pucks at the Ruined Temple.

It is possible that the gnomes will attempt to make contact with the party. This will occur only if a Human, Elf or Gnome player wanders away by his or herself from the main group. If this player can roll below their Physical Beauty on a 20 sided die, then they will be met by Bosen, chief of the gnome tribe.

If one of the gnome scouts is heard or spotted, and the party instead of chasing them, calls out that they wish to talk, there is a chance, if the person who is talking can roll below his Mental Affinity on a 20 sided die, that Bosen will shout to them over a distance to see what they want. Gnomes are not stupid and do know how to count. If any of the players attempt to Prowl into the forest and sneak up on Bosen or the other gnomes they will know it and all will run and disappear into the woods. They have a right to be nervous of strangers. Not all the folk who walk into Northwoods are on a mission of good, and there are those who hunt for gnome flesh in order to sell it at a high price to those races which favor it.

There is no possible way the gnomes will make contact with any group which contains Goblins, Hob-Goblins, Kobolds, Orcs, Ogres, Trolls, or Dwarves.

If friendly contact is made with the gnomes, they will do all they can to help the players. Bosen is a Healer by profession and will heal the wounds of any member of the party who is injured. They will also reprovision the party if needed, including wineskins of gnome ale (one quart each). While they will not leave the protection of the deep woods, the gnomes will arrange for faeries to guide the players to guide the players to the Druid's cave. The faeries, playful as always, will take them by a rather roundabout route, stopping first at the faerie mound to show the party off to their friends.

Bosen the Gnome Healer and Tribal Chief

4th level healer

Alignment: Scrupulous

Healing I.S.P.: 62

IQ 10 / ME 5 / MA 11 / PS 6 / PP 16 / PE 16 /
PB 14
Hit Points: 36 **SPD 15**

Healing Abilities:

Healing Touch	Soothing Touch
Lust for Life	Exorcism 24%
Negate Toxins	Ressurrection 48%

Bosen will do a Ressurrection only if he feels it was his fault the player died; ie: if there is an encounter rolled while the players are with the gnomes.

Because of his high Prowess, Bosen is +1 to Strike/Parry and Dodge. His high Physical Endurance gives him +1 to save vs. magic or poison.

Bosen wears studded leather armour, A.R. 12, S.D.C. 30. He uses a light crossbow and dagger. He is +2 to Strike with the crossbow and fires 3 bolts per round. With the dagger he is +2 to Strike, +1 to Parry and +2 to Throw.

As the remainder of the gnome tribe does not fight and will only run from encounters, no statistics will be given for them, other than the average number of Hit Points is 18.

THE KOBOLD ROAD

The Kobold Road Trap System

The Kobold Road is a marvelous construction of stone and enchantment. A permanent Wither Plant spell has been imbued into the very stone of the road, so that its entire 30 mile length through Northwood is completely free from vegetation. Any Man of Magic who has the ability to Recognize Enchantment can attempt to recognize and identify the spell.

Until the Kobolds were so rudely ejected from their stronghold in Mount Nargash, the road simply provided quick and easy access to and from the major caravan routes. Recently the Kobold survivors have been using a secret facility to capture food, the two legged variety, and in doing so have spawned the myth of the cursed road.

Originally this short stretch of road, no more than a hundred feet long, which lies deep in the heart of Northwoods, was specially constructed to capture unwanted users of the road, and to serve as a forward scout post.

Here, beneath the surface of the earth, lies a series of chambers and deadfalls/holding pens which keep secure any unfortunate who activates one of the traps.

The trap system operates as such: as stated earlier, the surface of the road is made up of blocks of stone, granite to be precise, ten feet long by two feet wide. Within the trap zone ten of these rectangular stones are hinged at one end so that when stepped on the unhinged end of the stone drops down at a 45 degree angle. In effect it creates a ramp which the victim slides down and into one of the holding cells below. As soon as the weight of the victim is off the stone an automatic series of counterweights pull the stone back up and lock it in place, ready for the next victim.

All players traveling on the road through this area must roll a D20, a roll of 1,2, or 3 indicates that a player has fallen into one of the traps. Roll 1D10 to determine which trap the player has fallen into.

If the player has a Physical Prowess of 12 or more, he/she can attempt to leap off the trap as it opens. In this case both the gamemaster and the player should roll a D20, adding on any bonuses to Dodge. If the player's total is higher than the gamemaster's then the player has leapt clear of the trap. Otherwise the player will fall and take 1D6 points of damage in the process.

The Kobold Trap Vaults

Room A - This small room is now being used as a barracks by the twenty surviving members of the Kobold garrison from the Nargash-Tor stronghold. The floor is covered with sleeping pallets, and litter, as well as an extremely offensive smell to the room. It is as if something died in it recently, which is probably not too far from the truth.

On the west wall there is a narrow stairway made of stone going up towards the surface, under the road. This leads to one of the paving blocks, which due to a set of counter balances similar to the one on the trap blocks, can easily and quickly be raised and lowered to allow exit. If a player makes a successful roll on Locate Secret Compartments/Doors, he/she will be able to find this access route. Otherwise the traps are the only way in.

In the north-west corner of the room there is a small periscope which can be pushed up. When raised, the top of the periscope emerges in a clump of bushes to the north side of the road and cannot be seen from more than five feet away. It certainly cannot be seen by anyone traveling on the road.

Room B - This room is being used as a cooks room, pantry and armoury. On the south wall is a small cooks stove on which a pot of stew is bubbling. Hanging from the west wall are parts of what is apparently the main ingredient of the stew, which appears to be Ogre. On the north wall hangs a large variety of weapons and shields, all of Kobold size. With the exception of a few short swords which could be used by the larger races, only Kobolds, Dwarves, Gnomes, Goblins and Hob-Goblins can use these weapons. All are of ordinary quality. As in Room A there is a stairway to the surface and a periscope.

Room C1 thru C10 - These are all holding cells. With the exception of a few crawling insects they will be empty should one of the players "drop in". The walls are made of stone, polished so no one can climb up the sides of the walls. The only exit in each room is a stout wooden door with reinforcing straps of iron running across it. Each door can take 100 SDC of damage before collapsing.

Within 1D10 melees after a player has fallen in a Kobold will arrive to see what it has caught. He will not open the door but will look through a peep-hole. Depending on the size and the apparent ferocity of his captive he will go and fetch up to ten of his comrades to help subdue their guest. There is, of course, no light down here as Kobolds have excellent night vision.

These Kobolds are much more interested in lunch than they are discussion, with the player acting as the blue-plate special. Their only goal at this point is to subdue and kill the player as quickly as possible, with little injury to their own numbers.

At first they will call into the cell and tell the player to lay down his weapons and surrender. If the player does so the Kobolds will swarm in, bind him and with no ceremony slit the players throat. If the player resists then they will attack him en masse.

The player's only hope in this situation is to talk fast while the chance is available, telling the Kobolds that the group is going to Nargash-Tor to get Rhaznor. If he does this, all attacks will cease, and the Kobolds will withdraw. Shortly after this Urylic, the commander of the Kobolds will arrive to question the player.

Urylic's attributes are:

4th level Soldier

Alignment: Miscreant

Hit Points: 27

Skills:

Hand to Hand, +2 to Damage, +3 to Parry and Dodge
2 attacks per melee
With Large Sword he is +2 to Strike, +2 to Parry.

Dressed in chain mail armour, A.R. 13, S.D.C. 32

Carries a Bastard Sword, +3 to Damage, +1 to Parry.

Urylic is dressed in an amazing display of Kobold battle art. There is not a part of his armour, from the top of his spike encrusted helmet, to his spiked knee caps, which is not meant for attack as well as defense. This suits his personality rather well, as there is nothing he enjoys more than a good fight.

However, he has not kept himself and his men alive just by fighting. With his IQ of 21 he is a genius and only his brilliance has allowed even these few remnants of a garrison of 300 to survive. He will demand of the player the reason why the group is seeking Rhaznor. No matter what the answer is, as long as the player can roll below his Mental Affinity on a D20, Urylic will believe him. Though if there are some blatant errors, such as saying the Faerie Mound is in the southern area of the forest, or that the Druid of Northwoods is named Malathar, Urylic will have the player tortured to get the "truth" out of him. Urylic will apologize that they cannot perform the torture as elegantly as they could at the stronghold, because they did not have time to bring all their tools with them. Unless convinced otherwise, he will presume that all the characters are after is the kobold treasure at the stronghold.

If Urylic believes the player's story, he will give the party a map of the stronghold and an explanation of what will be found in each room, or at least what the Kobolds had in each room. Urylic will loan the group three of his men to aid them in their assault on Rhaznor, but only if the player's character specifically requests it, and can roll below his Mental Affinity.



cities in the Old Kingdom. Then, about a year ago, a dragon came down out of the mountains and attacked the outpost. Though it was too large to get past the entrance hall, all of the corridors being only 5 feet high, it blocked the only exit to the outside and freedom.

Over three-quarters of the garrison died in the initial defense against the dragon, or in subsequent attempts to drive it away. After about two weeks it seemed to grow tired of this sport, or perhaps it simply had its fill of Kobold flesh. In either case, it disappeared one night, litterally before the eyes of the defenders. Having used no magic before this, at least none that had been noticed, it was presumed to have been playing with the garrison as a cat will play with a mouse.

The remaining forty or so Kobolds then went about the business of rebuilding the outpost. About a week later a mixed group of Ogres and Orcs arrived at the entrance to Nargash-Tor saying they had heard of the dragon attack and were looking for work, offering their services as mercenaries. Against Urylic's advice, the commander of the garrison agreed to hire them.

Things settled down for about two months. Then one night, when Urylic was out on night patrol, they were met by fleeing members of their garrison who reported that the mercenaries had mutinied, killed the commander and attacked the rest of the Kobolds.

Hearing all the sorted details, Urylic decided that the outpost was a lost cause and lead the remaining Kobolds into the woods and the security of the trap vaults.

Since that time, a few months ago, Urylic has heard much about the bandits now occupying their home and of their chief, Rhaznor. The one commanding desire in his life is to see Rhaznor put to death, slowly and painfully.

In all of these situations Urylic will make clear that he expects, if the players are successful in clearing out Rhaznor and his bandits, that the outpost and any valuables originally belonging to the kobolds be returned to them. The players can have anything which the bandits have stolen and brought to Nargash-Tor, but all items of kobold manufacture are to remain there.

Not to do so will gain the players a bad reputation with the kobolds and their allies throughout the Old Kingdom and Timiro and the undying enmity of Urylic and his men.

If a player ends up being tortured for lying, then he must attempt to roll below his Mental Endurance on a D20. A failed roll indicates that the player has "spilled his guts", telling Urylic everything he knows. If a natural 20 is rolled the player will pick up a random insanity. The player must roll for each 5 minutes of torture and for each 5 minutes of torture the player will also take 1D4 points of damage. The torture will continue until either the player talks or dies. If the player talks, Urylic will still give the character the map, with a sincere "why didn't you say so in the first place?"

The above trap and torture scenes will come about only if the players travel unwarily through the trap zone. If they are brought by the Druid, Urylic will come to the surface to talk, though only at night. Once he hears that the players are seeking to find Rhaznor he will automatically give them the map of the stronghold, though again he will only give them three of his men if they ask for them.

In either case, Urylic will, as things progress, explain how he and his men came to be here. About 50 years ago a contingent of Kobold soldiers and miners traveled from the Old Kingdom to Mount Nargash, where they discovered large deposits of both iron and gold. At the time it seemed a relatively safe place to start a new outpost, far enough away from any town or city in Timiro not to have to worry about being bothered. The exact location of the outpost carefully chosen for defense.

Nestled at the far eastern end of Nargash-Tor, with Ridmarsh covering the entire entranceway, the Kobolds built what came to be known as the Kobold Road as the only way in or out of Tor. With the Road being only 10 feet wide and the swamp on either side of it, five or ten determined men could hold off a small army.

For a number of years things went on fairly well. The outpost grew as the mineshafts were extended, though they were nothing compared to some of the underground



PANCER'S RUIN

The Ruined Temple

It is from here that the rumors of a demon-haunted pool originate. As the players approach the area they will see a clearing about 150 feet across and 200 feet wide. Within this clearing is the burned out ruins of what was apparently a small temple and pool whose water glows red. They will also see three or four wild boars rooting around in the weeds around the temple.

If anyone uses either a psionics or magical Sense Evil the ruins will detect as definite evil, while the pool will show as good.

Within this pool is imprisoned the spirit of a Palladin who was killed while helping to destroy the temple, which was dedicated to the worship of demons and devils. Any player who looks at the temple and then makes a successful Religious Doctrine roll will be able to identify it as such.

The only way to lay the spirit of the Palladin to rest is to get his bones, which lie at the bottom of the pool, 25 feet below, and give them a decent burial. If the players approach the pool the palladin will use telepathy to contact them and ask that this be done.

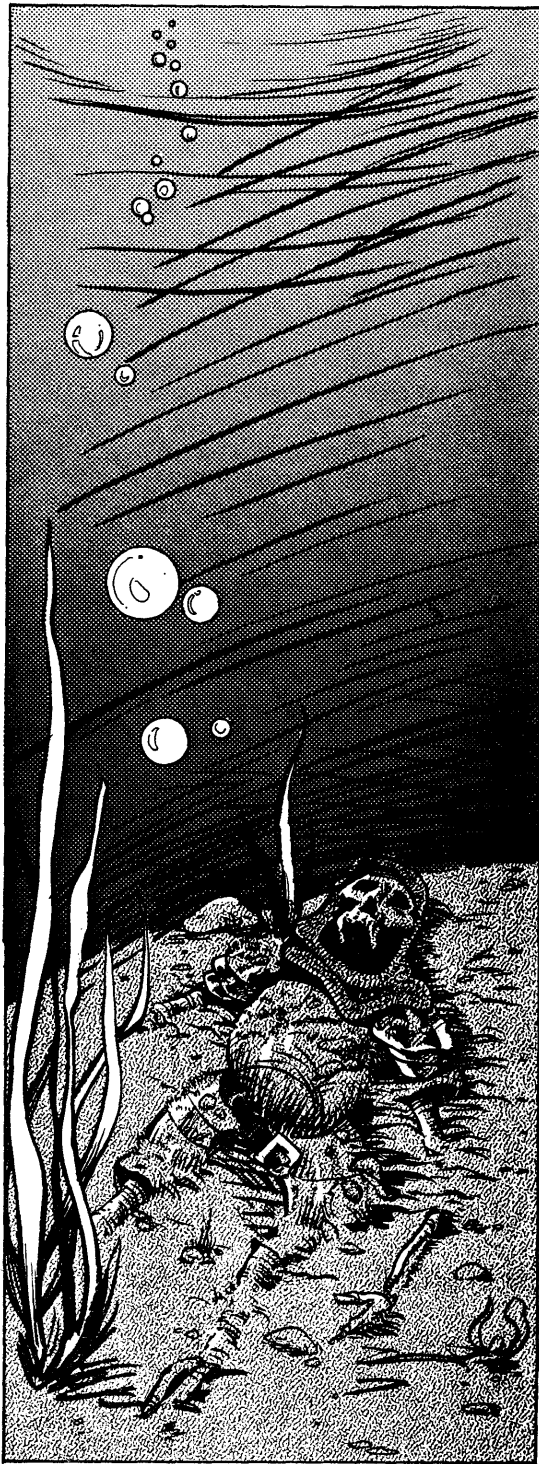
He will, however, warn them that there has been a curse laid on the pool by the same demons which imprisoned him here. Anyone who enters the pool must save versus Insanity or become a manic-depressive, starting with the depressive state. (see Insanity Tables in the Palladium role-playing game)

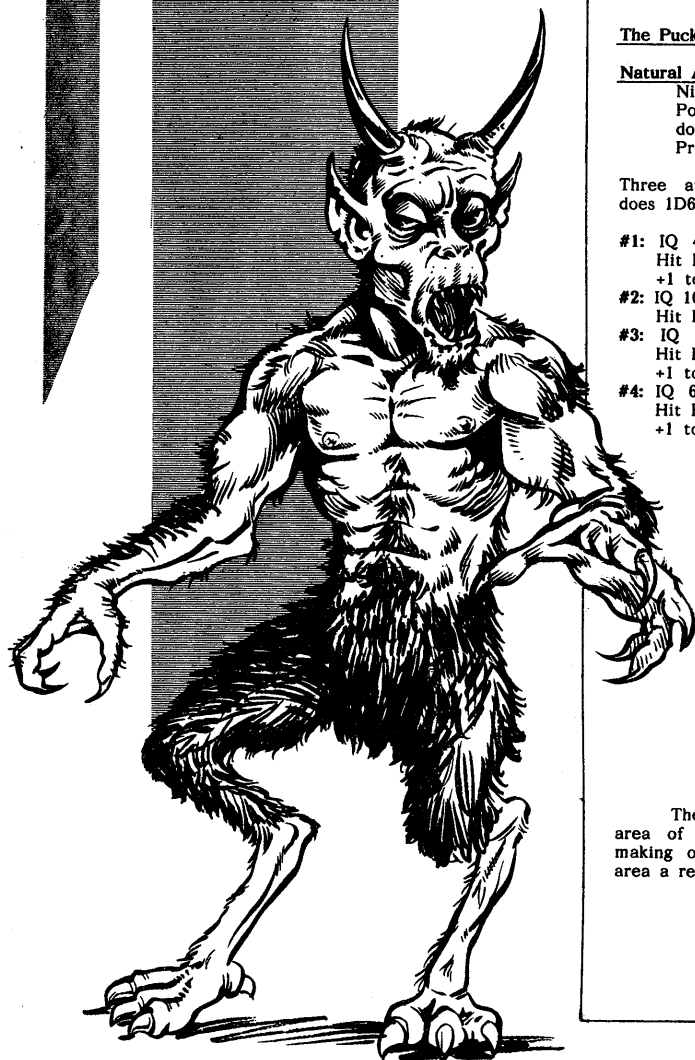
If this happens the player will not attempt to retrieve the bones of the Palladin, but will instead simply return to the bank of the pool and start crying. After all "What's the use, he's damed, we're all doomed, why don't we just kill ourselves and save someone else the trouble?". Though the player will not actually attempt suicide, it is all he will talk about as long as he is in the depressive state.

If the players are successful in retrieving the bones of the Palladin and give them a decent burial, he will express his gratitude by telling them the location of his Holy Sword. He managed to hide it just before he was killed, burying it beneath some rocks just to the north of the clearing. This holy broadsword can only be handled by someone of a Good alignment, all others take 1D4 points of damage per round. This weapon has the abilities of Healing Touch (4D6) three times per day, usually glowing white, the glow will become red within twenty feet of evil.

The players, however, will not go unopposed in either burying the Palladin or collecting his sword. The four boars in the area are not real animals, but are actually polymorphed Pucks. The palladin does not know this as they are always in animal form when in the clearing.

If the players look like they are going to be successful in gathering the Palladin's bones from the pool, the pucks will try to work their way around behind the players trying to appear as innocous as possible. They will then change into their natural forms and attack from the rear, trying to drive or knock all the players into the pool.





The Pucks

Natural Abilities:

Nightvision 60 feet	Pick Pockets 55%
Polymorph into a goat	Pick Locks 45%
dog, pony, or wild boar.	Recognize
Prowl 50%	Poison 72%

Three attacks per melee, bite does 1D6 damage, claw does 1D6 damage.

#1: IQ 4/ME 6/MA 7/PS 3/PP 16/PE 11/PB 5/SPD 16'

Hit Points: 33

+1 to Strike, Parry, and Dodge.

#2: IQ 10/ME 11/MA 9/PS 9/PP 13/PE 11/PB 3/SPD 16

Hit Points: 33

#3: IQ 5/ME 11/MA 6/PS 6/PP 17/PE 9/PB 10/SPD 10

Hit Points: 27

+1 to Strike, Parry, and Dodge.

#4: IQ 6/ME 6/MA 14/PS 8/PP 17/PE 13/PB 8/SPD 9

Hit Points: 39

+1 to Strike, Parry, and Dodge.

The pucks spend many nights running through this area of the woods carrying torches and screaming and making other strange noises. This is what has given the area a reputation of being haunted by a demon.

Ridmarsh

Ridmarsh is a slimy, sucking, quaking swamp which leads to nothing quicker, or more sure, than death. Along with its many deadfalls and patches of quicksand there are poisonous snakes and insects. Both pucks and toadstool faeries make this dismal place their home. Attempting to cross Ridmarsh on foot, other than by using the Kobold Road, is a path to certain and unpleasant death.



LAKE MAGNYS

Lake Magnys

A large fresh water lake, Magnys lies to the north of Nargash-Tor. Once the home of many Merrows, the race has all but died off over the centuries. Now there are fewer than 20 left. If the players have been given directions by Salimar the Druid on how to find the home of the merrow, they will have no problem finding her sunning her rather pretty self on a rock. Otherwise the players have a cumulative 10% chance per day of searching the banks of Lake Magnys of finding her. In either case she will greet them in a friendly manner introducing herself as Shila.

At first Shila is not concerned about who they are or their plight. However, after hearing the entire story she will confess that she knows a secret way into the stronghold. Shila will show (not tell) them this secret location only if the group will pick some herbs for her. The herbs are found on the largest of the Watercrest Hills, a series of small rolling bluffs between Lake Magnys and the Northwoods.

On the top of the hill there is a small depression where certain very special plants (watercress to be exact) grows. For an armful of these plants she will guide the party to the secret entrance.

If the players agree to do so they will have no problems in reaching the summit of the hill, finding a large circular depression 20 feet across and 10 feet deep. On the western side of the depression is the opening to a cave, about 10 feet across. The whole bottom of the crater is covered with watercress. The players can easily walk down and gather as much as they like.

If any player goes over to the cave and looks in, they must roll under their Mental Endurance on D20 or scream; for in the cave, not more than 10 feet away from the player looking in is a dragon. Unknown to the group, this is the same one that destroyed the kobolds at Nargash-Tor. If the player screams the dragon will awaken and prepare itself for battle, though it will not emerge from the cave.

This fearsome beast is a Night Stalker. Night Stalkers are almost blind in full daylight having a day vision range of only a few feet. Consequently, it will not endanger itself by emerging from its cave during daylight hours. Rather it will wait in the darkness of its cave for anyone foolish enough to try to attack it.

If the player does not scream and wake the dragon then the group can, if it wishes, simply pick up their watercress and leave.

Shila does not know that the dragon is keeping its den on the hill and will be very apologetic about it when the players return.

She will then, as agreed, take the party to the secret entrance to Nargash-Tor. She will lead them to the far southern edge of the lake, she swimming, the group following her on land. At a point directly below the mountain she will stop and cast a Part the Waters spell. As the waters part back, the party will be able to see the entrance to an underwater tunnel. The passageway leads to the Water Pumping Room, #3F on the lower level of the stronghold. The Part the Waters spell lasts only 30 minutes.



RHAZNOR'S STRONGHOLD

The Valley of Nargash-Tor

The valley between the arms of Nargash-Tor is covered with low, stunted bushes. Much of the ground is wet and soggy, incapable of supporting large trees. However, ample ground cover is supplied by the said bushes, most of which are not taller than 2 or 3 feet.

The point at which the kobold road enters the Tor is watched by an Orc stationed nearby. If anyone is spotted crossing the road, and they will easily be seen up to a mile away, the Orc will sound an alarm which will summon the standard patrol. If the party crossing the swamp looks unusually large or powerful, a runner will be sent for reinforcements which will double the size of the reception committee.

Meanwhile, at Nargash-Tor stronghold, the Ogres and Orcs will be preparing for an attack. Water will be boiled, ready to pour down on any attackers. Bowmen will take up positions in the barbican and spearmen will make ready at the main gate.

If the road is crossed at night the players will have a better chance of success. Two Ogres guard the road at night, with four wolves for companionship. The wolves will smell anything which passes within 50 feet of them, 100 feet if the wolves are downwind of their target. They will howl out an alarm if they smell a member of any humanoid race. They will do the same if anyone sneaking through the bushes less than 100 feet away fails to make a Prowl roll. The Ogres and wolves camp on the road itself, 200 feet from the edge of the swamp.

Once the wolves have sounded the alarm the ogre will light a signal fire which can be seen at the stronghold. It will take the bonfire 1D6 melees to catch fire properly and it will be 1D6 melees after that, that someone at the stronghold will see it. So, if the party moves fast enough, they can eliminate the ogres and wolves and put out the fire before any warning is given.

Approaching Rhaznor's Stronghold

As the players approach the stronghold, they will see the sheer side of Mount Nargash rising above them. The first sign they will have that they are nearing their goal is the widening of the road, which becomes 40 feet across when it enters the stronghold. As they draw nearer, they will see that at the bottom of Mount Nargash the road disappears into a barbican. The barbican is seemingly carved out of the solid granite of the mountainside.

A barbican is a special defensive construction, roughly appearing like an arch or bridge, through which the party must pass to reach the interior of the stronghold. They will know that barbicans are normally equipped with stout doors, and sometimes a metal portcullis, that is to say a metal grill which slides down to block a passage but still allows the use of bows and spears. The barbican has arrow slits for the shooting of arrows, both on the front of the structure and on the inside. These are usually facing the passage through which all traffic moves. This combination of defenses makes a barbican extremely difficult to crash through.

This particular barbican is 35 feet tall and 70 feet across. The middle of the barbican is pierced by an arch 40 feet across and 25 feet high, through which the road goes. On each side of the barbican facing out away from the mountain there are two rows of arrow slits, one four feet off the ground, the other about 30 feet off the ground.

The exterior walls of the structure and the side of the mountain is covered with sharpened metal spikes about three feet long, slanting down towards the ground. Each spike is set into the rock no more than one foot from any of its neighbors. This is to prevent the use of scaling ladders.

The arch continues about 20 feet under the barbican, where it meets the remains of two large bronze doors, carved with demon faces which are 25 feet tall each. The door in the right-hand side has been severely damaged and is hanging from one hinge, with huge gouges in the metal.

Rhaznor's Stronghold - Level One

(Gamemasters Note: Unless otherwise stated, all corridors are only five feet high, all rooms are 15 feet high)

Room 1A: Barbican, North side - Normally an empty room, it will be filled with a number of bowmen and spearmen in case of attack. There are always two 25 foot pikes hung on the interior east wall for use through the arrow slits on the south wall facing the road. There is a spiral staircase in the north-east corner of the room which is the access to the barbican's upper level.

Room 1B: Barbican, South side - Basically identical to the northern section of the barbican, except that the spiral staircase is in the south-east corner.

Room 1C: Dead Zone - As the players enter this area they will see another set of bronze doors the same size as the ones they have just passed through only 20 feet ahead of them. As with the first set the right-hand door has been almost pulled off its hinges.

Room 1D: Main Entrance Hall - This is a large room, the ceiling of which stands 20 feet off the ground and is supported by four pillars, carved with scenes of kobold war victories. Directly in front of the main bronze doors there is a wagon loaded with all kinds of wooden refuse and straw. During attacks it is pushed into the breach caused by the smashed doors in order to slow down any invaders.

In the south-eastern corner of the room there is a pile of rotten bodies, mostly kobold, but with a few other races thrown in. None appear to be wearing weapons or armour, but a search of the pile will leave the searcher reeking of rotten flesh and 20 gold pieces the richer. All the dead, if someone can make a successful Medical roll, appear to have died from violence, though there are one or two who have no marks on them at all. Most of them have sections missing and there are a number of chewed bones to one side of the pile.

There are five double doors in the room, each pair measuring a total 8 feet tall and 10 feet across.

The walls of the room itself are impressively painted with scenes of kobold victories from ages past. A large number of places on the murals have been defaced and graffiti has been painted, and written in what appears to be dialect of Elvish. Any changeling in the group will be able to recognize the writing as changeling.

Room 1E: The Stable - The smell of horse dung is quite strong in this room. There are 24 separate stalls here, though most are obviously empty. A quick search will reveal three fair quality horses which are still alive, though barely, and the chewed bones of five more. It will be obvious to anyone with Horsemanship of any type, that these beasts have not been well cared for. The reason that the smell of dung is so strong in the room is that, instead of the muck being cleared out it is simply left where it fell and the horse moved to a clean stall.

One of the horses has become extremely nervous and if anyone enters his stall he will kick at them. If the player runs out of the stall and does not say that he is shutting the door, the horse will bolt out the door and start running around the stable area, kicking at anyone who gets in its way. The other two horses are very gentle.

Room 1F: The Hayloft - This room is filled with a large pile of hay in the center of the room. On three of the walls are huge mangers filled with bales of hay. On the north wall are huge bins of oats and bran, most of which is wet and rotten. The haystack, however, has remained relatively fresh and would make a good place to hide.

Room 1G: Wagon Storage - In this rather large room are three completed and relatively unharmed wagons. One is obviously a hay carrier, the other two appearing to have been made to carry heavy loads. Around the floor are the burned and smashed parts of a number of other wagons, mixed with a great deal of rotten straw. On the eastern wall are two large double doors, each of which is 15 feet across and 10 feet high.

Room 1H: Wood and Blacksmith Shops - This room was a general workshop for the wagonmaker, blacksmith, barrel-maker and wheelwright. The entire southern wall is taken up by several blacksmithing forges and tools, along with a good stock of wrought iron bars. The eastern wall holds the wood supplies, stacks of long seasoned timbers, wooden blocks, shingles and boards of all sizes. The northern wall is taken up by one long carpenters bench and a pulley system for building wagons. On the bench is a full set of carpenters tools. Stacked under the bench are five barrels, two of which are empty, two have grease in them and one is filled with a flammable varnish which will burn as well as oil.

Room 1I: Stairwell - Upon entering this room the players will see another set of double doors directly in front of them. To the north is a flight of stairs going up to the second level. To the south is a flight of stairs leading down to the caverns.

Room 1J: Jeweler's Workshop - A heavily made oak door with many steel straps and rods on it bars the entrance to the jeweler's room. This door is locked, but there is an obvious keyhole under the latch. Attempts to pick the lock must be made. The group can, of course, smash the door open but will create quite a ruckus. The lock has an S.D.C. of 50; the door itself has an S.D.C. of 200.

Within the room itself there are four small tables each of which has a complete set of gem cutting and polishing equipment on it. Any actual gems have been removed to the main treasury upstairs.

In a drawer in the northwestern table there are five pieces of cut glass that look like diamonds. A successful roll of Recognize Precious Metal/Stones must be made in order for a character to recognize them for what they are. A failed roll means the player in question will believe each "gem" to be worth 500 gold pieces.

Room 1K: Metalsmith's and Armourer's Workshop - In this room the kobolds made their normal, as well as magic weapons and armour. The south wall of the room is one long continuing series of tempering troughs, each of which contains a different solution. If any player dips a weapon into the fluid in the southeastern corner that weapon will strike as a magical weapon, though without bonuses to strike, parry, and dodge for 1D4 days.

The middle of the room is covered by a long worktable, which is itself covered with various tools, hammers, tongs, metal bar stock and anvils.

Room 1L: Gold and Silversmith's Workshop - As with the jeweler's workshop the doors to this room are heavily protected and locked. All precious metals have been removed, leaving only four large worktables, a complete set of tools for working precious metals and a small crucible and furnace in the northeast corner of the room. Doors have an S.D.C. 200, locks S.D.C. 50.

Main Hallway - While nothing more than a normal kobold hallway, with its five foot high ceilings, if the players enter the eastern section of the hall they will notice a series of heavily grooved markings on the floor. These lead from the ramp by the southern stairway and run to the eastern most door of the Metalsmith's and Armourer's Workshop. This track was caused by the heavily laden carts of processed ore being pushed up to the workshops from below.

Room 1M: The Dining Hall - The center of the large rectangular room contains two long stone tables with accompanying stone benches. All appear to have been carved from the rock of the mountain itself. On the northern wall there is a raised stone platform upon which there is a stone throne, approximately the right size for a kobold.

There are no decorations on the walls, but near the ceiling the players will notice the torn remains of cloth from what might have been tapestries.

On the eastern wall there are two small double doors. While not locked in any way, neither has any sort of handle on it. The southern door can be pushed to open from this side, but the northern door can only be pushed from the other side. The southern door is marked with the kobold word for "in", while the northern door is marked with the word "out".

Room 1N: The Kitchen - The south wall of this room is taken up by several large cookstoves of the coalburning sort and one large open hearth. The eastern wall has one long worktable set against it, with a variety of pots, pans, spatulas and other cooking utensils hanging on the wall above it.

The north wall has a small door in it which leads to the pantry, as well as two small tables, one on either side of the door.

The pantry is a very cool room, suitable for storing perishable items. The group will be able to see a variety of items on the shelves, including bags of flour, barrels of wine, and many kinds of meats hanging from the ceiling, including a good selection of what are apparently humanoid limbs, mostly kobold in origin but with a few that look like human or elf.

Section 10: The Stairwell - Another stairwell identical to 1I, with the northern set of stairs going up to the second level and the southern staircase going down to the lower level.

Room 1P: The Watchroom - This room was originally used by the kobold commander of the watch. As most of the furniture is too small for the ogres and orcs to use much of it has been smashed and piled in a corner of the room. The leader of the orcs uses this as his private quarters. There is a ratty bundle of cloth near the west wall which he uses as a sleeping pallet.

In the northern wall of this room there is a passageway which leads to the barbican. Both at this entrance and at a point further up the passageway there are portcullises which can be dropped to bar the way of pursuers. They can only be raised from the defenders side of the portcullis, by using a winch set into the wall.

Section 1Q: Passageway - This passageway is similar to the one in the watchroom. It not only leads to the southern barbican but also is the only access to the garrison room and the armoury. As with the watchroom, there are portcullises which can be dropped right at the entrance as well as further up the passageway.

Room 1R: The Garrison Room - This room is now being used by the orcs as a sleeping room. The cots of the kobolds having been too small for the orcs to sleep on have been broken up and the rubble piled in the northwest corner of the room. The rest of the room is filled with dank, stinking straw, once fine tapestries ripped into blankets and anything else the orcs could find to make bedding out of.

If the players search this room they will find 100 gold, two rubies worth 200 gold each, and a veritable army of fleas which will attach themselves to the searchers.

Room 1S: This room used to be the kobold Armoury, however all of the weapons have now been removed and the room left empty.

Rhaznor's Stronghold - Second Level

Room 2A: Barbican. North room - This room is identical to barbican room 1A directly below it. With the exception of a door in the south wall which leads to the killing trap.

Room 2B: The Killing Trap - This is a standard part of the defenses of a barbican. The floor is covered with holes six by six inches in size which pierce the rock directly through the top of the arch over the road. Through these holes arrows can be fired, or much more effective boiling hot water or oil can be poured upon the attackers below.

In the southwestern corner of the room there is a furnace over which there is a large (50 gallon) cauldron hanging. This cauldron is always kept filled with water heated to just below boiling. In case of attack the furnace is heated up and the water boiled. It can be dumped on to the floor and through the holes by means of a lever on the side of the furnace. Anyone who has this water poured over them will take 3D6 points of damage, armour supplying no protection, and must make a successful save vs. insanity or run away.

There is a door directly beside the furnace and a cauldron on the south wall which leads to the southern section of the barbican.

Room 2C: Barbican, south room - This room is identical to Room 1B directly below it.

Room 2D: Kobold Sleeping Quarters - All of these rooms have been ransacked, the beds and furniture destroyed and strewn about the rooms. Nothing of interest will be found here.

Room 2E: Sleeping Quarters - An ogre has taken this room as his own. The floor is covered with straw and blankets. In one corner of the room the remains of old kobold furniture is piled. The room has a decisively bad odor, originating from the large amount of food scraps left rotting on the floor.

Room 2F: Sleeping Quarters - Same as 2E.

Room 2G: Sleeping Quarters - Same as 2E.

Room 2H: Sleeping Quarters - Same as 2E.

Room 2I: Sleeping Quarters - Same as 2E.

Room 2J: Washrooms - These are designed for use by kobolds and are much too small to be of any use to ogres. There are three washing fountains in the room which have running water, at least as long as the slaves in Room 3L in the lower caverns keep pumping water. One of the fountains is on the east wall, another is on the west wall and the last is in the middle of the room. There are 16 stalls in this room, each also equipped with running water.

Room 2K: Private Quarters - This is one of the few rooms in the stronghold designed for use by races larger than kobolds. Normally guests or ambassadors visiting here use this room. The room has been taken over now by one of the ogre chiefs who is making good use of a bed actually designed for larger folk.

The chief ogre is one of the few persons in Rhaznor's band who is allowed to have his own treasure and not have it placed in the main treasury under Rhaznor's watchful eye. There is a strongbox under the bed, locked of course, which contains 500 gold in Eastern currency. The lock has a S.D.C. of 40.

Room 2L: Sergeant of the Guard - This was the room kept by the kobold sergeant of the guard as he guarded any prisoners. Relatively untouched, there are three small desks in the room where the sergeant and his assistants kept the watch. The walls are covered with a variety of weapons, but all are of kobold size only. A larger being could use a kobold bastard sword as a short sword, but that is about all that could be used. If looking for a particular type of weapon there is a 50% chance it can be found here.

There is a door in the southern wall of the room which leads to the cell room. There are ten barred cells in here, all of which are empty. In the center of the room there is a wooden table, much of it has been stained by blood. The table was used for torture and there are a series of adjustable straps bolted to it. The west section of wall near the entrance is covered with a variety of devices of torture, including thumb screws, foot crushers, eye-gougers and a host of others.

As the main weapon storage room in the stronghold, Rhaznor holds the only key to prevent any possible mutiny among his men. The door is locked at all times. Lock S.D.C. 75, Door S.D.C. 250.

Room 2M: Private Quarters - One of the other ogre chiefs sleeps here. The room is basically identical to Room 2K, with the exception that this particular ogre has only 200 gold.



Room 2N: Priest's Room - This room belonged to the kobold priest of Tark who died in the initial dragon attack. Now the most senior of the ogre chiefs keeps this room as his private quarters. In the northwest corner of the room is a bed large even by ogre standards. Covering it are food and grease stained sheets of what used to be the finest silk.

In the southwest corner of the room there is a private water closet, with running water. The south-eastern section of the room used to be the Priest's wardrobe, but all the fine clothes stored there have been taken by the ogre chief and sewn together to create a number of fancy but garrish robes.

His armour is normally kept on a stand beside the door when it is not being worn. The armour is magical chain mail, A.R. 14, S.D.C. 250, and weightless. In a chest which is bolted to the floor, there are ten Old Kingdom coins, worth 1000 gold each.

Room 2O: The Temple of Tark - This is a small chapel dedicated to Tark, the Spider Goddess. Two sets of double doors allow access to this room from the north and west. The center of the room is taken up by a series of stone benches which face the southeast corner of the room.

In that corner there is a raised stone platform which takes up the whole corner. On this platform is a statue of a giant spider. It is cast in what appears to be bronze, 8 feet high and 16 feet across (worth 500 gold, weighing 1000lbs).

Directly in front of this statue there is a small stone altar. On this there are two small daggers, ornately inscribed with spider based designs, and a small silver dish.

In the northeast and southwest corners of the room there are two small tables on which are set plates of rotten food, withered flowers, the carcasses of a number of dead animals and a collection of gold and silver candle-stick holders. Each of the gold candle holders are worth 200 gold. There are three of them on each table. The silver candle holders are worth 100 gold each. There are two on each table.

Any player making a successful roll on Religious Doctrine will recognize these two tables as being sacrificial tables, where items or animal sacrifices are brought as gifts for Tark.

As the players look around the room they will see two bodies stretched out over the stone pews, as though they had simply fallen over dead and had been left where they fell. One body is that of an orc, the other an ogre. Neither body has any wounds on it nor is there any clue as to what caused the death of either of them.

In fact they were both killed by the guardian of the temple, a Black Leaper Spider. A gift from Tark herself. It will attack anyone who touches any of the sacrifices on the tables or the knives or bowl on the altar.

The Black Leaper Spider

Size: 2 inches, A.R. 3

Hit Points: 4

Number of attacks: 2 with poison

Natural Abilities:

Nightvision 12 feet

Prowl 94%

Climb 99%

+4 to Dodge, can leap up to four feet with six jumps per melee. Its poison is the deadliest in the world. Taking effect in 1D3 melees and inflicting 6D6 points of damage. If the player survives, the other effects of the poison are: chills, sweating, violent vomiting, -4 to Strike, -5 to Parry or Dodge and -6 on initiative. The effects last 12 hours.

Because the spider is so small and because of its high Prowl score the players will not be able to see it coming, nor will they be able to detect a failed attack. The first sign they should have that it is attacking is someone falling over.

If any orcs or ogres are captured they will say that the Temple is cursed.

Room 2P: Officer of the Watch - This room used to be used by the bodyguards of the kobold commander. It is now guarded by several ogres and orcs because it is, so far as they know, the only way into the Treasure Vault. The portcullis in the west wall is always lowered. Other than this the room is empty.

Room 2Q: Commander's Greeting Room - A finely styled room with a number of intact kobold size couches and several fine tapestries hanging on the wall. This is where Rhaznor now holds his council meetings. In the center of the room is a large sand table with the sand piled up to resemble the terrain in and around Fort Ac.

Room 2R: Commander's Private Quarters - Everything in here is as the old kobold commander left it. The room has a series of fine wood panels running up half way to the ceiling. The area above that is filled with some fine examples of kobold sculpture, again depicting a number of kobold battle victories.

There is a large bed in the southeast corner of the room. Along the south wall on the western side there is a large work desk with a number of papers scattered across it. If the players sort through this pile and if they can read kobold and changeling they will find that a number of these papers just deal with the running of the stronghold by the old kobold commander. Another batch of them, all written in changeling, deal with the schedules of various caravans which will be coming through the fort Ac region within two months. Included in this pile they will find one paper which says "All is set, the patrols will be diverted as normal." It is signed "CM". This is a reference to Camphar Moss, the Lieutenant at Fort Ac.

On the north wall of the room there is a full walk-in closet, filled with kobold sized finery, which Rhaznor occasionally wears. Next to the closet are three full length mirrors.

Unknown to all of Rhaznor's men, there is a secret door in the west wall which allows access to a hallway leading to the treasury.

Room 2S: The Treasury - This securely walled and locked room requires two keys to unlock the door, both of which must be turned at the same time. Rhaznor has one and the senior ogre chief has the other. The door could be picked if two players attempted it and made successful rolls simultaneously. Within the room is stacked most of the booty which Rhaznor and his men have collected. Altogether there are 50,000 gold pieces worth of valuables in here, 35,000 of it originally belonged to the kobolds who lived here and Urylic, the commander of the few remaining kobolds. They will demand that the stronghold and all which belonged to the kobolds be returned to them. The remaining items are much too bulky to be carried out by the players without the use of a wagon. They include bolts of silk, rare herbs and spices, gems and jewelry and ordinary coin. The holy items the players seek are also in this room. The treasury doors have an S.D.C. of 300 each; the locks 150 each.

Room 2T: Council Chambers - This is where all the high ranking kobolds would come to discuss business or military matters. The room is comprised of a series of stone seats, rather like bleachers, each being some three feet tall. A set of stairs leads down from the door on the south wall to the speaker's pit in the center of the chamber.

Rhaznor's Stronghold - The Lower Level

Room 3A: The Slave Pits - A large dark empty cavern, the kobolds used this area to chain up their many slaves. The floor of this cavern is littered with chains which have one end stapled to solid rock. The slave pit is empty now, all the weak slaves having been eaten and the few left alive chained to the capstan in the water pumping room, 3L, or mining gold in the mineshafts.

Room 3B: Coal Storage - These rooms are used to store coal that is used to smelt and refine the gold mined here, or in the furnaces or forges in the upper levels.

Room 3C: Firewood Storage Rooms - Huge quantities of dry wood are stored in these two rooms, enough to last the stronghold at least a year.

Room 3D: Ore Smelting Room - A large furnace and bellows system, worked by slaves is contained in this room. It is used to smelt and refine any ore dug out of the mines. Any molten ore splashed or thrown on someone would do 3D10 points of damage. Someone thrown into the furnace would die immediately. On the southern wall there are a variety of tools, ladles, skimmers and the like used in the refining process.

Room 3E: This large open area is used for tool and ore cart storage and is also where the mining slaves are chained when they are not at work. They are worked from sunrise to sunset, mining the ore, then they smelt the ore and refine it, taking another six to eight hours, after which they are allowed to rest until dawn. There are only 10 of these slaves, four kobolds, two humans, three dwarves, and one troglodyte. Each is almost totally exhausted and would be of no help to the players. None are wearing any clothes and they have only 1D8 hit points due to maltreatment.

Room 3F: Water Pumping Room - In this room is a natural underground pool, which unknown to the kobolds or Rhaznor and his bandits, comes through an underwater tunnel from Lake Magnys, some 100 yards distant. It is through this passage that the players will enter the stronghold if helped by the merrow. If they want to leave by the same route after the merrow's spell has worn off, they will have to use the Part the Waters scroll given to them by Morgan.

Directly in front of the pool is a capstan connected to an Archimedes type screw. As long as the slaves chained to the capstan keep pushing, water will be pumped throughout the stronghold, a triumph of kobold ingenuity.

There are six slaves chained to the capstan, three humans and three wolven, all of whom were captured by Rhaznor in his last few raids. Though not in the best of health they are in better shape than the mining slaves.

If freed they will assist the group as best they can. Each has 3D6 hit points, though none have any armour or weapons, with the exception of the wolven's claws. Due to their weakened state they will get only one attack per melee, with no bonuses to Strike, Parry, or Dodge.

G.M. SECTION

GAMEMASTER INFORMATION

The Adventure

Once the players have accepted the job from Morgan there is a variety of things they can do, aside from the normal shopping for equipment. If they wish, they can attempt to find out more about the area either by specifically asking a ranger or soldier about it, or they can go to the bars and listen in on other people's conversations.

No matter which they do, they will get the information from the rumor list. If they ask only one person then that person will give them all the information they need. (Roll 3 times on the rumor list). If they are hanging around in an inn or tavern they must make a roll under their Mental Affinity on a D20 for each piece of information. It would be fair to point out that all of this information is rumored and not necessarily correct. Otherwise, roll once on the rumor list for each person questioned. Duplicate answers/rumors are applicable, do not re-roll.

Rumor List

1. A dragon has been reported in Northwoods.
2. Beware of the Demonpool in the south of Northwoods.
3. There is a thriving Thieves Guild in Fort Ac.
4. The games at the Sign of the Salamander are fixed.
5. Creatures are said to live in Lake Magnys.
6. There is an undead wizard haunting the Kobold Road.
7. A gigante has been seen north of Fort Ac.
8. The kobolds deserted their stronghold because of a ghost.
9. A horrible creature rules the Faerie folk of the area.
10. The bandits are actually in the employ of the King of Timiro.
11. Neryech is smarter than he looks.
12. The Walking God doesn't walk, he runs.

Checking the Caravan Raid Sight

The players also have the option of going out to the site of the caravan raid where the holy items were stolen to have a look around. The raid took place about eight miles south of the town on the main caravan route, so there will be no problem finding it.

When the group spreads out and checks around the scene of the attack have them make a Tracking roll. If successful they will find a set of wagon tracks which seem to lead into the nearby Emeras forest, about a half mile to the west. It will require th players to make three successful Track rolls to follow the trail, each roll taking one-half hour. If three Track rolls in a row are failed, the trail is permanently lost.

The trail will lead to a small farmhouse, about a quarter-mile into the woods. This house is only about 30 feet long and 10 feet wide, built out of tree trunks with a small cow byre built onto one side. Smoke can be seen coming out of a smoke hole in the roof. The nearby patch of cultivated land does not look any too healthy and is not larger than two or three acres.

If the group approaches openly they will be received by an oldish man who will come out of the farm house to answer their summons, followed closely by two work dogs. He will introduce himself as Pak. If the group asks him about the wagon tracks they have been following he will tell them that he picked up a severely wounded soldier from a burning caravan several days ago, apparently the only survivor. If the group wishes, he will let them talk to the soldier.

However, if the group tries to approach secretly, they will first hear the furious sound of dogs barking, followed by a voice calling "Who's there?", which is of course, the farmer. If they do not answer the farmer, he will send the dogs out after them. If the group does not leave at this point both the old man and the wounded soldier will come out; the old man carrying a shield and club, the soldier two short swords. At this point, both the farmer and the soldier believe they are being attacked. Unless the group makes an overt gesture of peace, such as throwing down their weapons, the two will fight to the death. After all, there are many bandits in the area and it is better to go down fighting than be tortured to death. If the players manage to capture the two by means of magic both will clam up and not tell them anything.

However, if peaceful communication is established the soldier will be able to tell the players the following information:

1. There were orcs, four ogres, four or five wolves and a human in the group of bandits which attacked the caravan.
2. They were taken by surprise. The first thing they knew about the attack was that their commander and his second just fell over dead.
3. The human seems to have been the chief of the bandits. He had some kind of magic sword which glowed yellow even in daylight. A couple of times he just pointed the sword at one of the guards and the guard fell over.
4. At one point the sword flew from the hands of the human bandit and buried itself in the chest of one of the guards, then returned.
5. Other than knowing the caravan was carrying valuable cargo, he does not know what specific items were carried.
6. Some of the ogres were speaking Eastern Human and were calling the human Rhaznor. He ordered them to grab 5 chests from the caravan, then they left.
7. As they did he tried to take a swing at Rhaznor, but "something got in the way between me and him. Then he just looked at me with a sneer and hit me with his sword. It seemed to be a love tap, but I've never hurt so much in all my life."
8. Other than that, he does not think they were carrying any magic, but with that sword they really don't need any, do they?

Pak, the Farmer

Hit Points: 21

6th level farmer

IQ 7 / ME 9 / MA 4 / PS 7 / PP 7 / PE 13 / PB 5
SPD 10

Wearing no armour, he has no hand to hand skills.
Carrying wooden club and small shield.

Arman, the Soldier

Hit Points: 18

1st level soldier

IQ 11 / ME 8 / MA 7 / PS 12 / PP 11 / PE 10 / PB 11
SPD 12

Wearing the remains of his leather armour, A.R. 10, S.D.C. 10. Carrying two short swords. Due to his wounded condition he will get only one strike per melee, and no bonuses to Strike, Parry, or Dodge.

The Dogs

A.R. 5, Hit Points: 24/16, 2 attacks doing 1D8 damage each, +2 to Damage, +2 to Strike, +2 to Dodge. Nightvision 20 feet, Speed 22, Track by smell 60%, Swim 50%.

THE SCHEDULE FOR RHAZNOR'S BANDITS

The following is a schedule of where the orcs and ogres under Rhaznor's command will be found, under different circumstances and at different times. This adventure is not static and all NPC's in it will respond to different situations.

Under Normal Conditions During Daylight

1. One orc will be keeping watch on the road near Ridmarsh.
2. Two ogres and four orcs will be patrolling the area of Nargash-Tor.
3. Two orcs will be keeping watch from the second level of the barbican, one in room 2A, the other in room 2C.

4. Two orcs are always found preparing the next meal in the kitchen, room 1N.
5. The orc chieftan and his assistant will be found in the Watchroom, room 1Q, planning what they are going to do to the next prisoners they capture.
6. Five orcs will always be found sleeping unarmoured in the Garrison Room, #1S.
7. One ogre and four orcs guard the mining slaves who are working in the mineshafts.
8. Seven of the ogres, including the three ogre chiefs are asleep unarmoured in their rooms, 2E, 2F, 2G, 2H, 2I, 2K, 2M, 2N.
9. Rhaznor may be found anywhere, visibly or invisibly, throughout the stronghold. He will not, however, be in the Water Pumping room, #3L.

Under Normal Conditions at Night

1. Two ogres and five wolves will be found keeping watch on the road.
2. Two orcs will be keeping watch from the second level of the barbican rooms #2A and 2C.
3. Two orcs will be found preparing food in the kitchen, room #1N.
4. Five orcs will be sleeping in the Garrison Room, #1R.
5. The Orc commander will be sleeping in his room.
6. Four orcs guard the sleeping slaves in the Cart Storage area, #3E.
7. Six orcs and four ogres spend their free time here eating, drinking, gambling and fighting.
8. Two ogres are out on night patrol.
9. Two ogres will be sleeping, one in room 2E, the other in room 2G.
10. Rhaznor normally sleeps in his room, #2R.

Under Combat Conditions, Assault from the Main Entrance

1. Three orcs will be in room #2B of the barbican with boiling water in preparation for pouring through the murder holes on the heads of any attackers.
2. Two ogres will be in each of the barbican rooms #2A and #2B, armed with shortbows.
3. All of the rest of the orcs and ogres, with the exception of any out on patrol, who are considered to be on their own, will push the wagon in room #1D, the Main Entrance Hall, into the breach made by the broken door. They would then take up defensive positions behind it. Rhaznor will stand in back of this group prepared to take on anyone who breaks through this line.

Attribute List of NPC's

The following list is of the non-player character orcs, ogres and of course, Rhaznor. As the players meet and fight the bandits, just take the first listed character of the correct race, then work down the list as more are encountered.

Orcs - All first level soldiers. All wear padded cloth armour, A.R. 8, S.D.C. 15.

- # 1. IQ 8/PS 20/PP 11/PE 11/SPD 10/HP 14/+2 to Damage
- # 2. IQ 8/PS 12/PP 11/PE 13/SPD 10/HP 17
- # 3. IQ 8/PS 15/PP 6/PE 10/SPD 10/HP 13
- # 4. IQ 9/PS 12/PP 11/PE 9/SPD 13/HP 12
- # 5. IQ 5/PS 7/PP 10/PE 13/SPD 5/HP 18
- # 6. IQ 8/PS 12/PP 7/PE 11/SPD 10/HP 17
- # 7. IQ 11/PS 17/PP 11/PE 7/SPD 13/HP 9/+2 to Damage
- # 8. IQ 4/PS 13/PP 8/PE 12/SPD 12/HP 16
- # 9. IQ 9/PS 11/PP 8/PE 11/SPD 9/HP 13
- #10. IQ 7/PS 15/PP 9/PE 15/SPD 22/HP 17
- #11. IQ 8/PS 12/PP 16/PE 12/SPD 9/HP 15/+1 to Strike, Parry and Dodge
- #12. IQ 8/PS 17/PP 14/PE 11/SPD 12/HP 16/+2 to Damage
- #13. IQ 8/PS 9/PP 12/PE 14/SPD 11/HP 20
- #14. IQ 6/PS 16/PP 11/PE 14/SPD 14/HP 21
- #15. IQ 9/PS 17/PP 7/PE 15/SPD 8/HP 21/+2 to Damage
- #16. IQ 7/PS 13/PP 15/PE 12/SPD 14/HP 15
- #17. IQ 3/PS 20/PP 10/PE 9/SPD 13/HP 14/+5 to Damage
- #18. IQ 8/PS 12/PP 13/PE 9/SPD 12/HP 14
- #19. IQ 5/PS 15/PP 12/PE 9/SPD 10/HP 10
- #20. IQ 5/PS 15/PP 12/PE 13/SPD 7/HP 19

Ogres - All third level soldiers. All wear studded leather armour, A.R. 12, S.D.C. 30.

- # 1. IQ 12/PS 18/PP 7/PE 8/SPD 13/HP 22/+3 to Damage
- # 2. IQ 10/PS 13/PP 10/PE 16/SPD 8/HP 25/+1 vs Poison and Magic
- # 3. IQ 10/PS 9/PP 10/PE 11/SPD 12/HP 26
- # 4. IQ 12/PS 14/PP 9/PE 12/SPD 9/HP 30
- # 5. IQ 10/PS 17/PP 14/PE 17/SPD 14/HP 29/+2 to Damage +1 vs Magic and Poison
- # 6. IQ 10/PS 15/PP 10/PE 19/SPD 7/HP 27/+2 vs Magic and Poison
- # 7. IQ 13/PS 15/PP 13/PE 15/SPD 10/HP 14
- # 8. IQ 13/PS 18/PP 14/PE 15/SPD 13/HP 25/+3 to Damage
- # 9. IQ 10/PS 10/PP 8/PE 13/SPD 14/HP 15
- #10. IQ 8/PS 15/PP 10/PE 17/SPD 5/HP 25/+1 vs Magic and Poison

The ogres have 5 wolves which they have trained as attack animals. All are A.R. 5, HP 16/26/13/23/16, each has two attacks per melee, and do 1D8 damage, +6 to damage, +2 to strike, +4 to dodge. They have night-vision of 30 feet, SPD 20, prowl 50%, track by smell 80%.

Rhaznor's attributes are:

5th level (changeling) Mind Mage

Appears to be human

Alignment: Miscreant

I.S.P. 72

Hit Points: 19

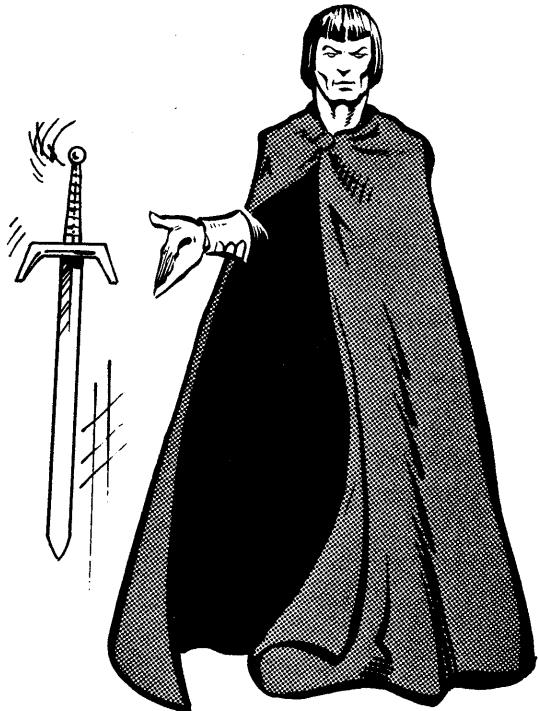
IQ 13/ME 17/MA 17/PS 9/PP 12/PE 9/PB 10/SPD 17
+1 vs Psionics and Insanity, 45% chance to trust/intimidate.

Skills:

Read/Write Elvish (changeling)	99%
Speak Eastern, Ogre, Goblin	99%
Recognize Runes	40%
Study Circles	45%
Study Symbols	
Study Wards	55/25%
Horsemanship: ride, recognize quality	40%
Jump	56%
+1 to parry and dodge on horseback,	
+3 Charge attack.	

Secondary Skills:

Demon/Devil Lore	75%
Math	78%
Read/Write Dwarf	79%
Speak Wolfen	99%
Sense Direction	85%
Imitate Voices	56%
Religious Doctrine	60%
Speak Dwarf	99%
Ventriloquism	50%
Speak Northern Human	87%
Swim	35%
Speak Faerie	87%
Recognize Precious Metal/Stones	12%
Hand to Hand Skills: +2 to Dodge	
+1 to Parry	
+2 to Damage	
2 attacks per round, Kick attack 1D6	



In combat Rhaznor wears studded leather armour A.R. 12, S.D.C. 50. He wields a glowing, apparently Rune marked long sword. In actuality the sword does nothing but glow yellow when held by a Psionic individual. All the other seemingly magical qualities of the sword are created by Rhaznor's Psionic abilities, with the exception of his ability to use Ventriloquism to make the sword appear to speak.

It is by having this "magical" sword that he rules the orcs and ogres. None will dare to defy him while it remains in his possession. In addition to this Rhaznor uses his ability to make people trust him or to intimidate them. Mixed in with a little psionic emotion control, he can get them to do as he wishes.

If the stronghold is attacked, Rhaznor will stay well out of harms way unless the defenses are breeched. In that case he will go invisible and strike the attackers with the Evil Eye. If he is located, either through See the Invisible or Presence Sense he will attempt to flee, using Telekenesis to have his sword fight for him. If forced to engage in hand to hand combat, if enough of his I.S.P. remains, he will again use Evil Eye to kill or cripple his attacker while he gets away. If low on I.S.P. he will use Extended Telepathy to read the attacker's mind. When doing this he is +5 to hit and +8 to Parry or Dodge only on the person whose mind he is reading.

If trapped within the stronghold, and low on I.S.P., he will go to the Sergeant of the Guards prison room, #2L, throw his clothing into one of the desk drawers and proceed to lock himself into one of the cells. Then he will use his ability as a changeling to assume the shape of an apparently exhausted and emaciated Wolfen with a story about being captured and held as a slave. He will await the proper moment, when the players are off their guard and his I.S.P. has regenerated, to take his revenge on them.

If however, it is apparent while he is invisible that no one can see him, but his men are losing, he will go to the treasure room #2S, take the smallest and most valuable of the gems and jewelry (10,000 gold worth) and sneak out the main gate, leaving his men to their fates.

ENCOUNTER TABLES

Town Encounters - Roll 1D20 every hour, roll of 1, 2, or 3 indicates an encounter.

Then roll 1D20 on the following table:

1. Patrol demands to know your business in town.
2. Thief tries to pick pocket of one of the party.
3. Run away horse runs towards party.
4. Players approached by slave master who inquires if they are interested in purchasing a slave. Or he wishes to buy one of the party members, if non-human.
5. Tavern brawl moves out into the streets.
6. Thief tries to pick pocket of one of the party.
7. One player attacked by towns person who hates his race (gamemaster's choice)
8. Children throw stones at one of the party (gamemaster's choice).
9. One of the Faerie folk choose the party to play a joke on.
10. Beggar offers to sell them a map which will lead to great riches.
11. Approached by a member of the Walking God cult who tries to convert them.
12. Thief tries to pick pocket of one of the players.
13. Party attacked by small dog (it just doesn't like them).
14. Merchant tries to sell them goods they don't want.
15. Beggar asks for money.
16. "Young Blood" looking for a fight.
17. Man-of-Magic asks if one of the players would like to sell some blood.
18. Tavern brawl moves out into the street.
19. A religious procession passes them and goes to the Temple of Light and Dark.
20. Merchant tries to sell them goods they don't need.

Faerie Encounter

Faeries are a rather special case. The closer the group draws to the Faerie Mound, the more likely they are to find them. However, since faeries can fly, it is possible to find them at great distances from their home. Follow this rule: There is a 100% chance of finding faeries at the Faerie Mound. For every mile of distance from the mound, that chance of finding a faerie is lessened by 10%, being 90% one mile from the mound, 80% two miles, and so on. Roll every 2 hours for possible encounters. Faeries are rarely seen outside of Northwoods.

Faeries almost always travel in groups. If an encounter is indicated, roll on the following tables to determine how many and what type. Just because an encounter is indicated, this does not mean the faeries will play any tricks on the group. The faeries may just laugh and pass them by.

Number of Faeries - Roll a 1D10

1. 2
2. 4
3. 6
4. 8
5. 10
6. 15
7. 20
8. 30
9. 40
10. 50

Type of Faeries Encountered - Roll a 1D10

Faeries often travel in mixed groups. Roll three times and have the encountered group consist of equal thirds.

1. Silverbell
2. Greenwood
3. Night-Elves
4. Pixies
5. Brownies
6. Tree Sprites
7. Water Sprites
8. Wind-Puff
9. Pixies
10. Silverbell

For all of the following roll 1D20 every hour. A roll of 1 or 2 indicates an encounter. If an encounter is indicated roll 1D10 to determine the result. Note: Bandits can be of any race.

Emeras Forest Encounter Table

1. Bears - 1D4
2. Wolves - 1D8
3. Farmer transporting crops to market.
4. Merchant traveling to/from Fort Ac.
5. Farmer working in fields.
6. Patrol from Fort Ac - 10 soldiers on horseback.
7. Bandits - 1D4
8. Priest traveling to/from Fort Ac.
9. Farmer walking through woods.
10. Woodcutter at work.

Caravan Trail Encounter Table

1. Ogre 1D4
2. Patrol from Fort Ac.
3. Merchants traveling to/from Fort Ac.
4. Wolves - 1D6
5. Patrol from Fort Ac.
6. Merchants traveling to/from Fort Ac.
7. Bandits - 1D6
8. Orcs - 1D4
9. Travelers to/from Fort Ac.
10. Patrol from Fort Ac.

Brown Plains Encounter Table

1. Wolves - 2D12
2. Orcs - 1D10
3. Bandits - 1D8
4. Scarecrow
5. Merchants traveling to/from Fort Ac.
6. Travelers defending themselves from bandits.
7. Wolves - 2D12
8. Orcs 1D10
9. Patrol from Fort Ac.
10. Travelers to/from Fort Ac.

Watercrest Hill Encounter Table

1. Wolves 1D8
2. Bears - 1D4
3. Giant Spider
4. Mountain Lion
5. Tiger
6. Bandits - 1D6
7. Night Stalker Dragon - only at night.
8. Ogre hunter
9. Orcs - 1D6
10. Troll

Northwoods Encounter Table

1. Bears - 1D4
2. Mountain Lions - 1D4
3. Bandits - 1D4
4. Scarecrow
5. Spectre
6. Gigante
7. Giant Spider
8. Wolves - 1D6
9. Ogres - 1D4
10. Orcs - 1D4

Ridmarsh Encounter Table

1. Snakes
2. Spider
3. Toadstool (faerie)
4. Quicksand
5. Deadfall - player takes 1D4 damage.
6. Scarecrow
7. Puck (faerie)
8. Snake
9. Quicksand
10. Toadstool (faerie)

The Watercrest Hill Dragon

Nightstalker

Alignment: Miscreant

IQ 10, A.R. 14 (natural)

8 feet tall, 30 feet long

Hit Points: 70

3 attacks per melee

Bite or claw can do 3-18 damage, or breath fire 4-24 damage.

Bonuses: +3 to Strike, +10 to damage, +3 to Parry/Dodge, +4 on all savings throws.

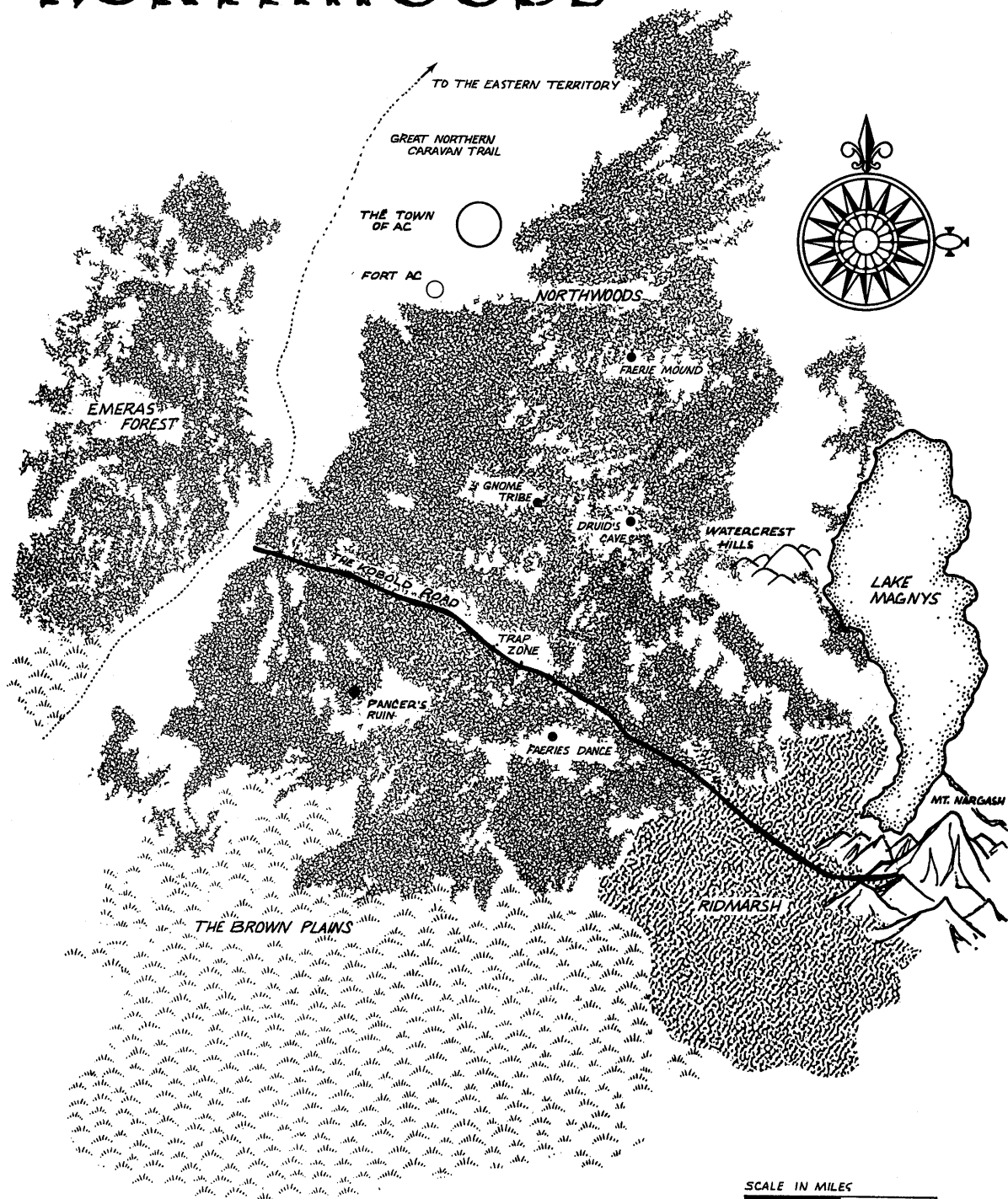
Psionics: All level one abilities, 60 I.S.P., 4th level proficiency.

Magic: All spell magic levies 1-3 at 4th level proficiency.

Abilities: Nightvision 200 feet, See invisible, Very poor day vision 40 foot range, Fire/cold do $\frac{1}{2}$ damage, Fly, Teleport 88%.

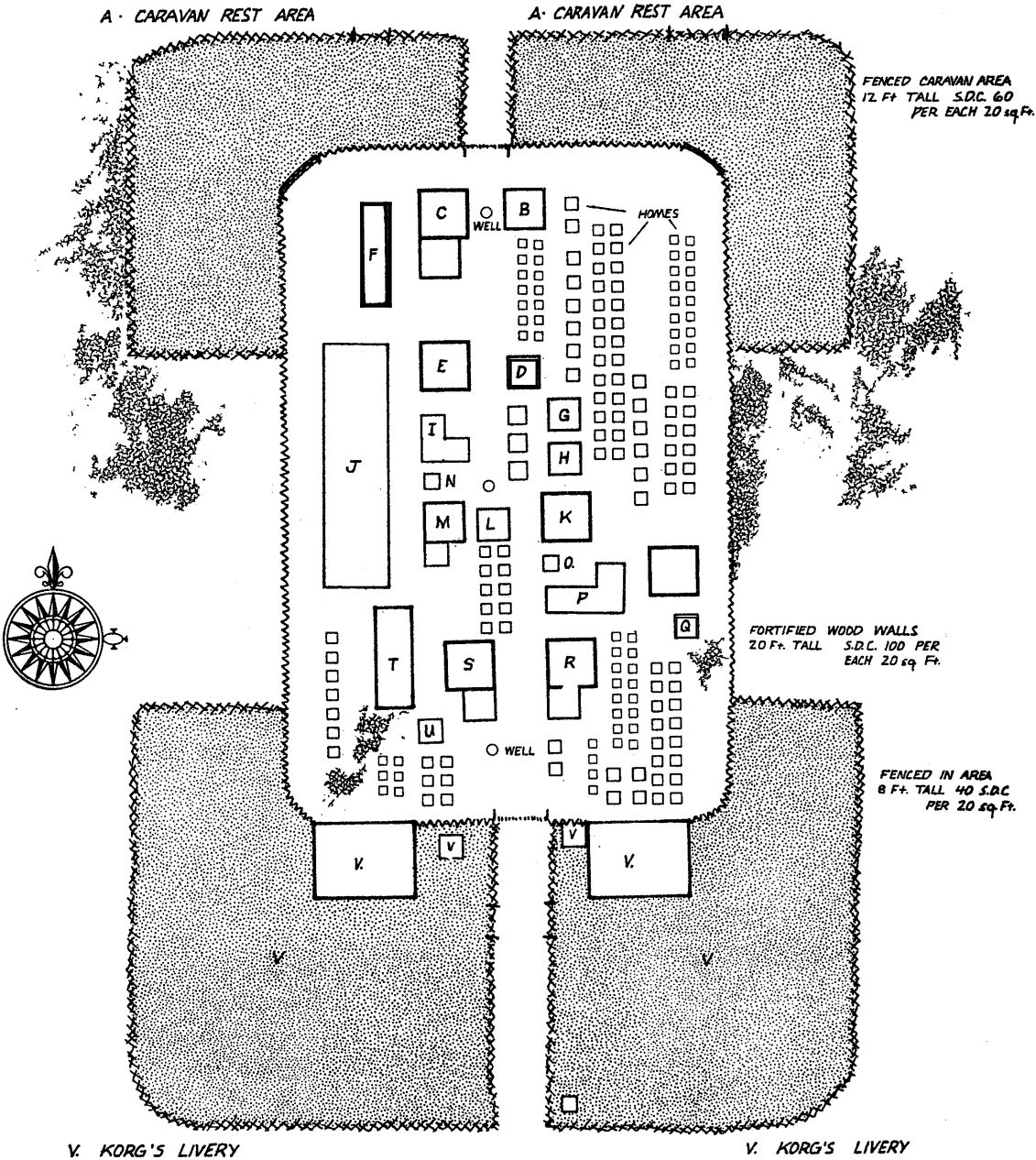


NORTHWOODS



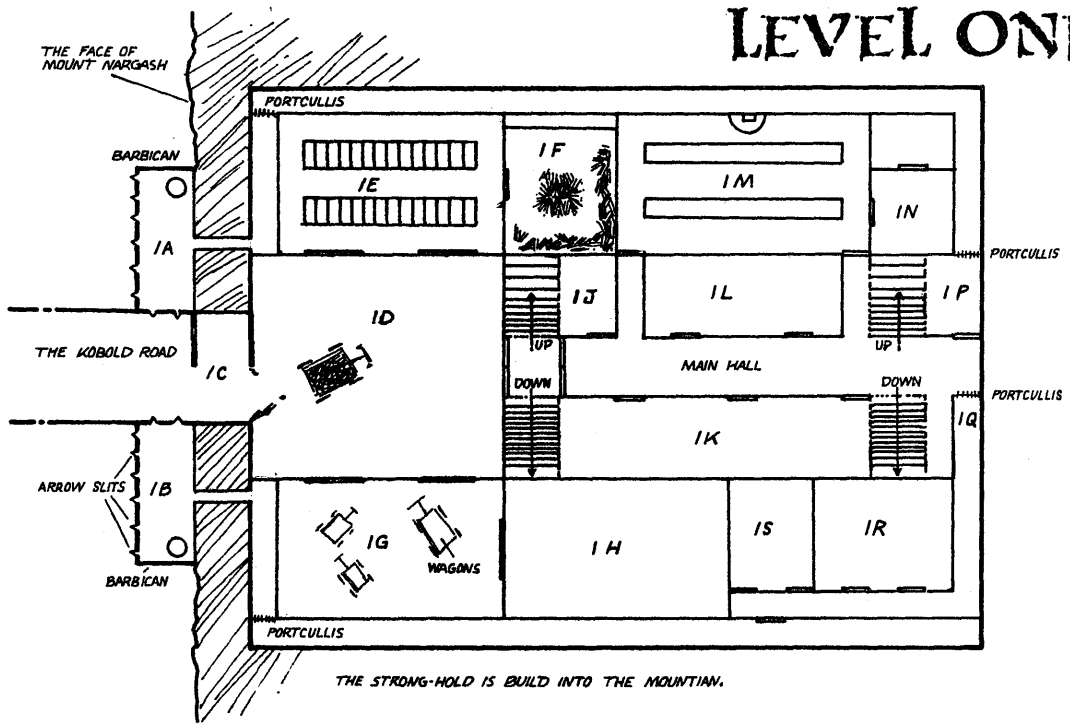
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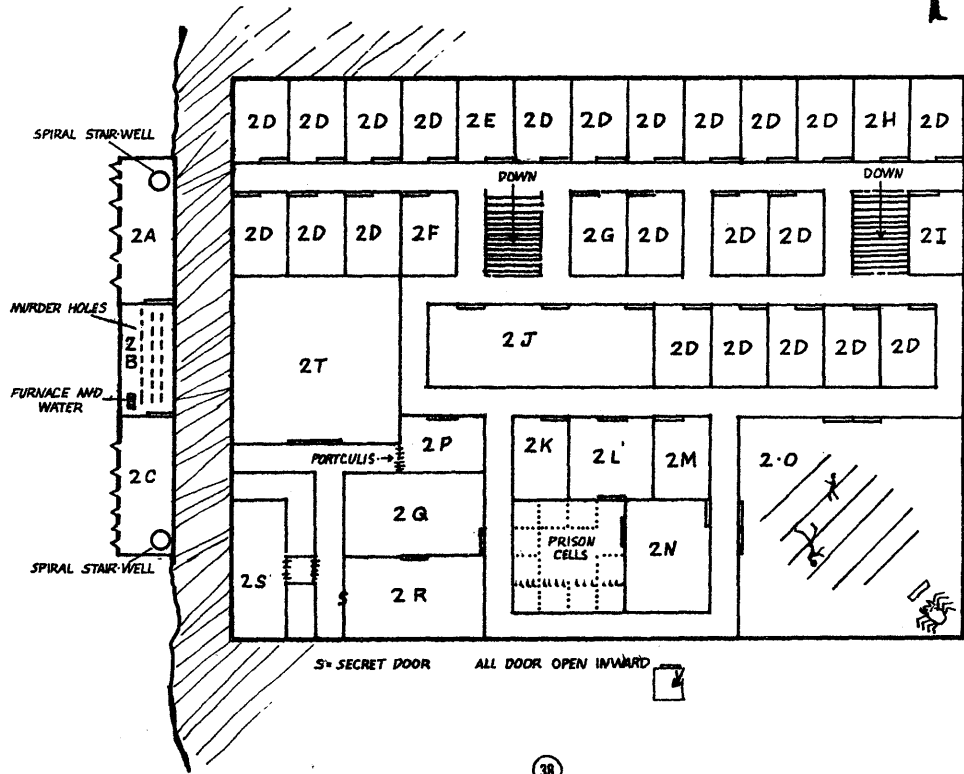


RHAZNOR'S STRONGHOLD

LEVEL ONE



TWO



RHAZNOR'S STRONGHOLD

LOWER

