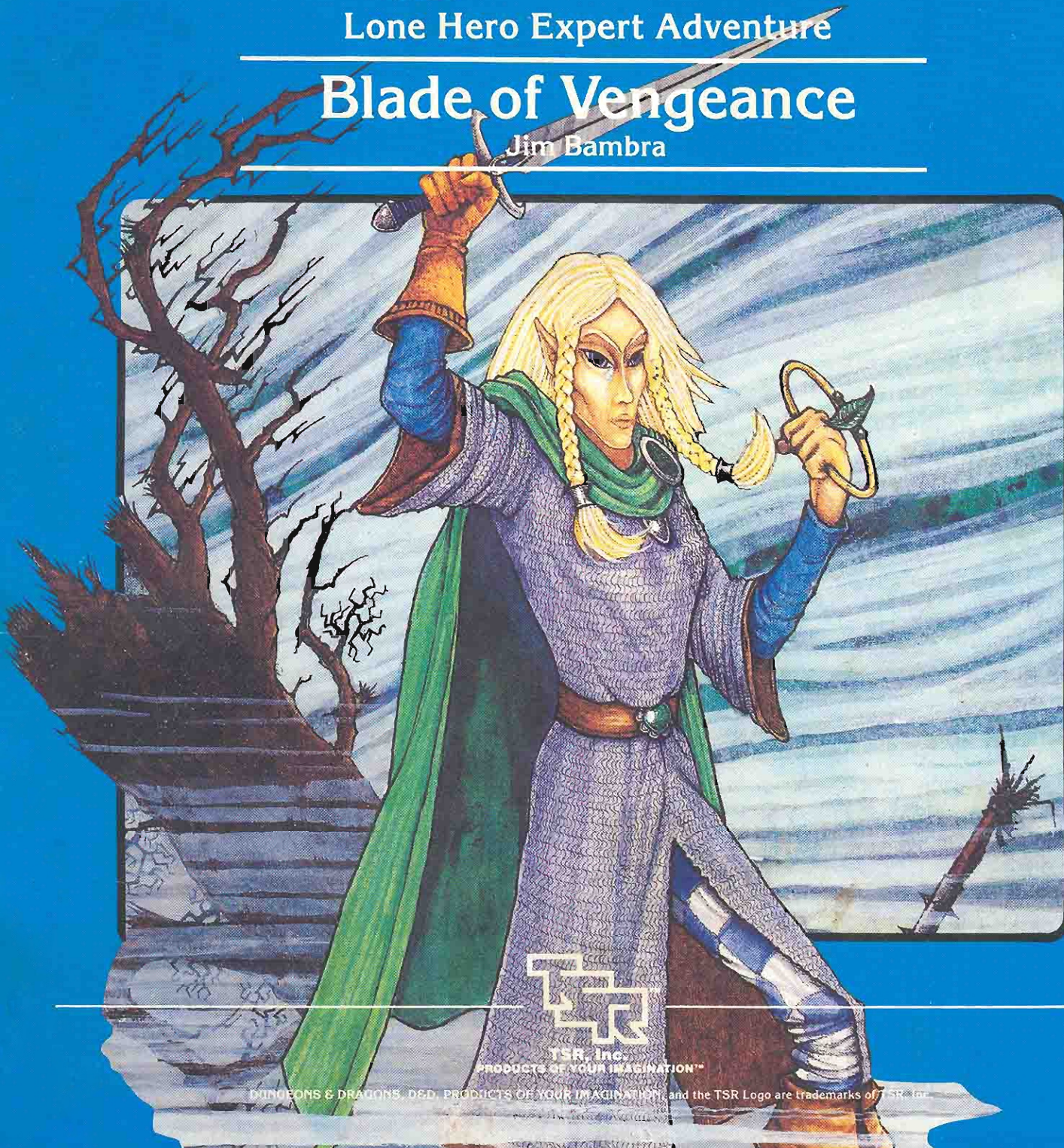


DUNGEONS & DRAGONS®

Lone Hero Expert Adventure

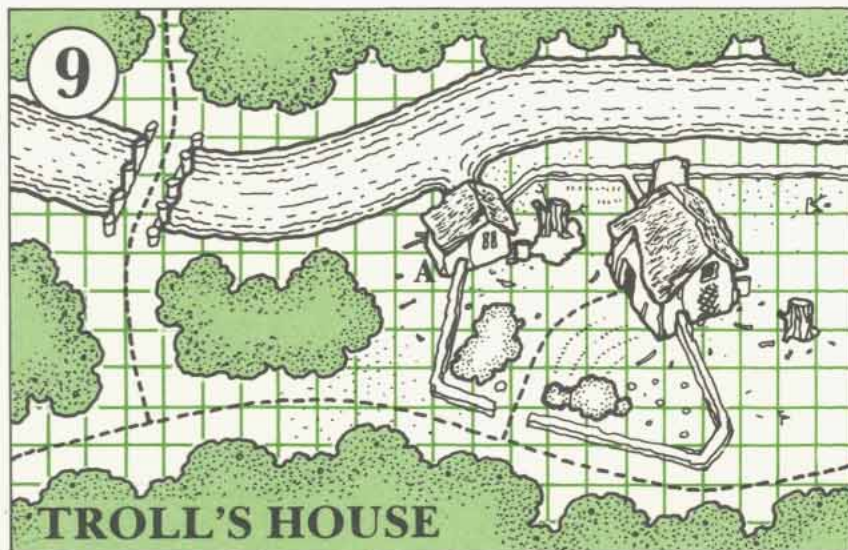
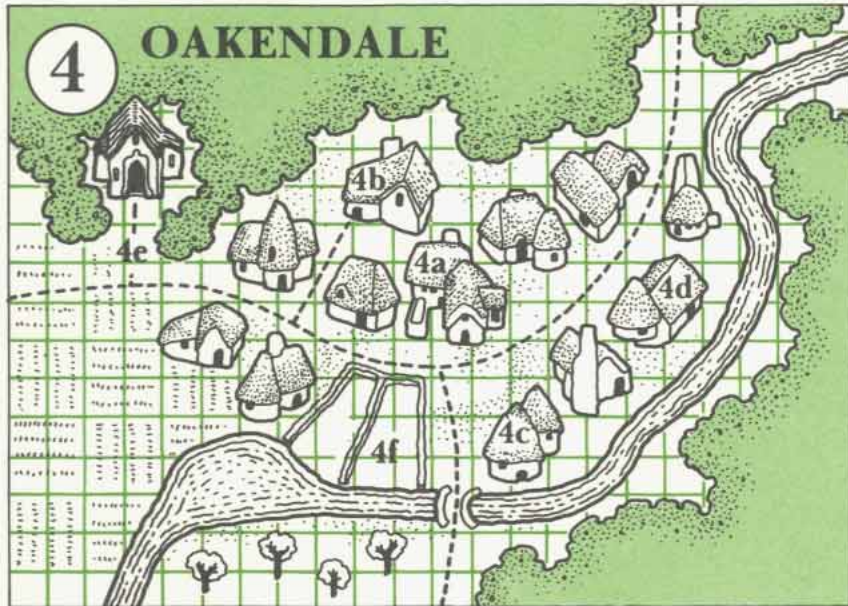
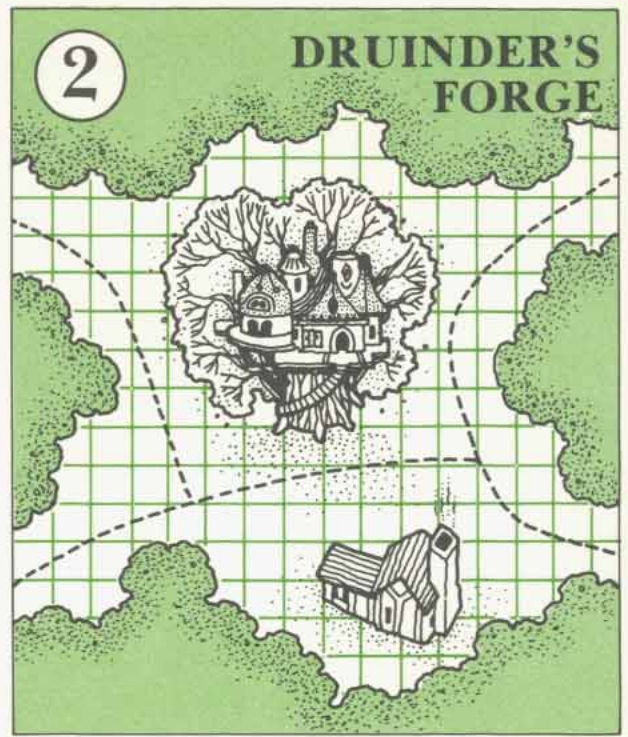
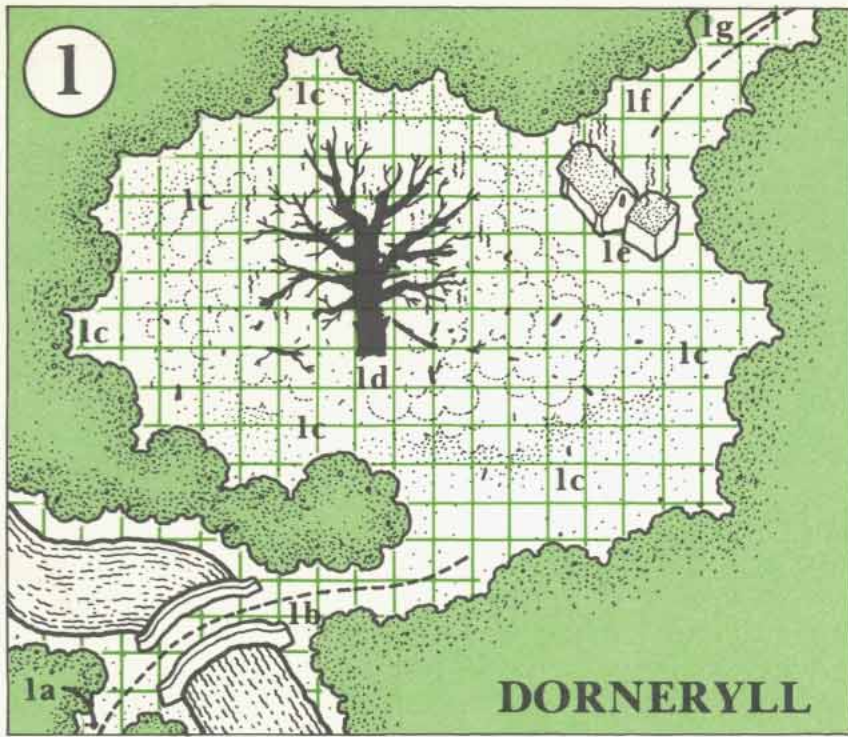
Blade of Vengeance

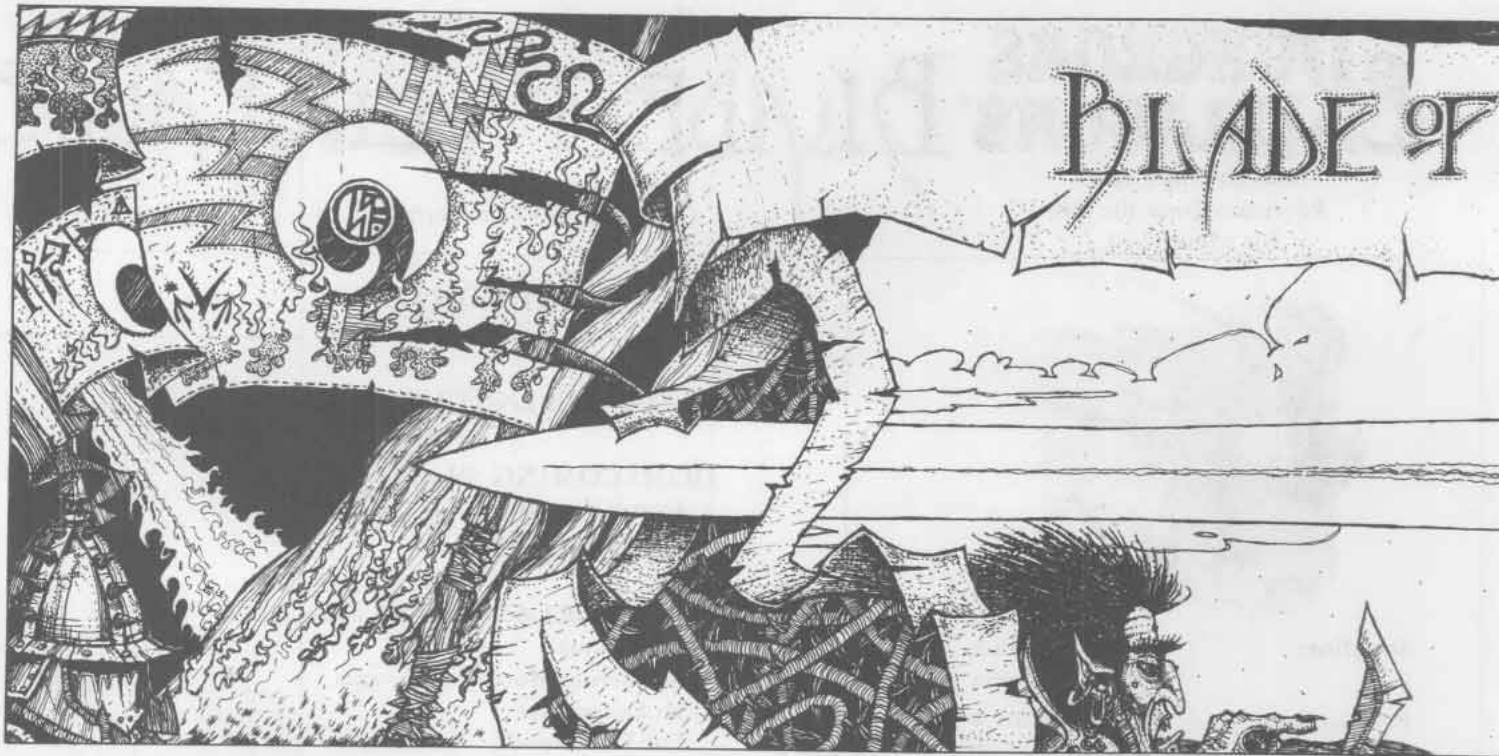
Jim Bambra



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This is an adventure for one player and one Dungeon Master. The module is for use with the **DUNGEONS & DRAGONS®** game system and requires a copy of the Basic and Expert rules in order to play.

Blade of Vengeance concerns the adventures of Erystelle of Dorneryll, a level 7 elf. Erystelle can be a male or a female character as this will make no difference to the flow of the adventure. Alternatively, the DM may allow another character to be used instead of Erystelle. In this case the DM may have to limit the spells and magical equipment available to the character, as this adventure has been specifically designed around Erystelle's abilities, spells and equipment.

THE EMERLAS

The northern tip of Canolbarth Forest (Map 2 Expert Rulebook - page 33) is a wild and beautiful area known as the Emerlas. Shrouded in mystery and legend, the Emerlas is home to numerous creatures. Floating high above the Emerlas is the Shining Isle of Karelia, a faedorne (see page 28). The Shining Isle is only visible at night and appears as a bright star in the heavens, known to the elves as the Star of Galannor.

Two thousand years ago, the red dragon Gorkalk flew out of the northern mountains and destroyed large tracts of the Emerlas. Seeking a champion to combat the dragon, Karelia's attention lighted on Galannor Nightflame, an elfin hero of great renown, dwelling in Alfheim to the

south. Karelia sent a raven as her messenger to Galannor Nightflame to lead him from Alfheim. Galannor made haste to the Emerlas and sought out Gorkalk's lair in the Misty Hills. There, a terrible fight ensued and, in spite of his wounds, Galannor slew the dragon. Karelia was impressed with Galannor's bravery. In her silver ship, she carried the wounded hero to the Shining Isle where he now lives beyond his span of years.

Since then the Emerlas has been peaceful and many creatures have made it their home. Recently, however, the red dragon Khordarg has moved into the lair of her great grandfather, Gorkalk. By employing threats and promises of wealth she has brought many humanoid bands under her control. Khordarg now plans to lay waste to the area, and she has already destroyed the dwarven stronghold of Granitgape (area 17 - see **Map E**) and the human hamlet of Scrubton (area 18). At the start of the adventure, only Erystelle's great uncle Druinder (area 2) suspects Khordarg's existence.

DORNERYLL

Erystelle's home, Dorneryll (area 1 - **Map 1**) is a large oak tree on the southern edge of the Emerlas. On brightly painted platforms high in the branches of Dorneryll, the elves of Erystelle's family have made their homes. The area around the tree is laid out with pleasant flower, vegetable and herb gardens. To the east of the tree are a few outbuildings and stables for the family's horses. The nearest elfin dwelling to Dorneryll is that of Druinder, the elfin

smith to the north west (area 2). All other elves live to the south, deep in Canolbarth Forest.

As a youngster, Erystelle was never allowed to wander far in the Emerlas and consequently the character's knowledge of the area is sketchy. On reaching maturity, Erystelle headed south to Alfheim, the elf king's court, and to lands beyond.

ERYSTELLE'S DESTINY

HOMECOMING (page 4): After years of adventuring in distant lands, Erystelle has decided to return home. But the homecoming will be far from pleasant; most of Dorneryll's inhabitants lie dead, slain by the red dragon Khordarg, while Dorneryll itself is in flames. This vicious attack cannot go unavenged...

THE EMERLAS (page 8): A letter found by the burning trunk of Dorneryll will lead to the forge of Erystelle's great uncle (area 2). Druinder will suggest that Erystelle attempts to recall Galannor Nightflame. Druinder thinks that the hermit of the north (area 6) will know how this is to be done and gives directions to the hermit's cave. Unfortunately, the hermit has gone into hiding and Erystelle will be unable to find him until much later in the quest. However, Fate has chosen Erystelle to save the Emerlas and to be as great a hero as Galannor Nightflame. After collecting numerous clues, Erystelle will discover the location and secret of the Shattered Pillars (area 20). From here, Erystelle will journey to the Shining Isle aboard the silver ship of Karelia the faedorne.



THE SHINING ISLE (page 20): Two tests face Erystelle on the Shining Isle. If the Silver Warrior (area S2) is defeated and the Bridge of Change (area S3) successfully negotiated, Erystelle will arrive at the Silver Glade (area S4). Here, Karelia the faedorne awaits with the magical items of Galannor — including the sentient sword, Scorbane.

THE MISTY HILLS (page 23): Journeying to Khordarg's lair, Erystelle will discover thousands of humanoids ready for an assault on Alheim. To slay Khordarg, Erystelle has to sneak through a cave system to the dragon's lair and there face her in single combat.

MOVEMENT

Trails and Woodlands

Movement along trails is at normal movement rates, off the trails this drops to half. Unless otherwise specified, encounters occur at a range of 3d6x10 yards on the trails, and 2d4x10 yards in the woods.

Rivers

Rivers are generally not more than 40 feet wide and can be easily crossed at the bridges. Away from the bridges, rivers can be swum (see Expert Rulebook - page 27).

HEALING

Any magical items (including potions and so on) that will cure Erystelle's wounds will also work on any companions.

ROLE PLAYING

Unlike group adventures, where players can discuss the course of the adventure and puzzles with other players, the player in this module cannot do this. The DM should use conversations with friendly NPCs as a means of helping Erystelle. By having NPCs ask questions and offer advice, the DM can assist the player in coming to conclusions and in keeping track of the numerous pieces of information acquired throughout the adventure.

Intelligence Checks

During the course of this adventure Erystelle is required to put together various pieces of information and to solve a number of puzzles. If the player is experiencing difficulty and this is spoiling the flow of the adventure, the DM should make an intelligence check for Erystelle by rolling 1d20. If the score is less than or equal to Erystelle's intelligence (16) the DM should give the player hints to the solution. However, intelligence checks should be used sparingly, as a lot of the fun of the adventure comes from solving the various problems.

TIME

The passage of time is important in this adventure. As time goes on the frequency of attacks by Khordarg and her minions increases (see **EVENTS** - page 9). The DM should keep a careful record of the number of days elapsed since the start of the adventure.

SETTING OUT

At the beginning of the adventure, the DM should give the player Erystelle's character sheet, and the half-page tear-out which has the player's wilderness map and the player's map of Dorneryll on it (see **Pull-out Sheet**). The Legend of Galannor should not be given out until later, when Erystelle speaks with Druinder (see area 2).

ABBREVIATIONS

Monster statistics are listed in the following order:

Number; Name; Armour class (**AC**); Hit dice (**HD**); Hit points (**hp**); Movement rates (**MV**); Number of attacks (**#AT**); Damage (**D**); Save as (**Save**); Morale (**ML**); Alignment (**AL**); Experience point value (**XP**); Roll needed to hit armour class zero (**THACO** - see below); Source.

The following abbreviations are used:

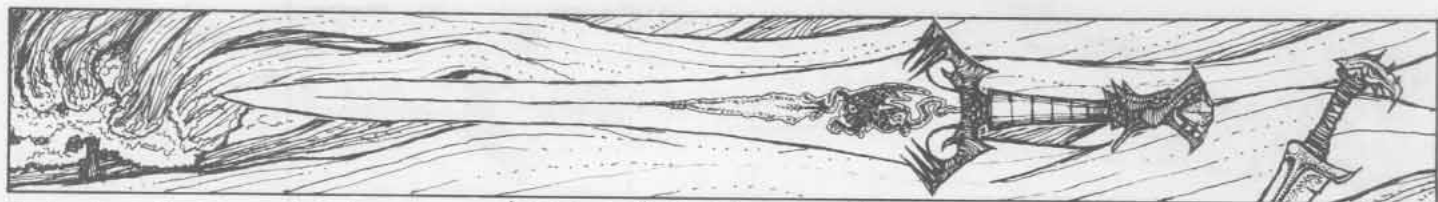
C - cleric; **F** - fighter; **MU** - magic user; **E** - elf; **L** - lawful; **N** - neutral; **C** - chaotic; **S** - strength; **I** - intelligence; **W** - wisdom; **D** - dexterity; **Con** - constitution; **CH** - charisma; **B - D&D®** Dungeon Masters Rulebook (followed by page number); **E - D&D** Expert Rulebook (followed by page number).

THACO = To Hit Armour Class Zero. This is the roll on 1d20 needed by a creature to hit an opponent with AC 0. In most cases, the roll needed to hit other armour classes = **THACO minus AC**.

HOME COMING

(Map 1 - encounter areas 1a-g)





Today Erystelle is returning home, no longer a young elf but a skilled fighter and powerful wielder of magic. A joyful homecoming is not to be, for Khordarg, granddaughter of Gorkalk, the red dragon slain by Galannor, has visited Dorneryll first.

The Burning of Dorneryll

While a group of hobgoblins and ogres caused a distraction by attacking the stables, Khordarg flew in low over the trees. The elves failed to see her approach and her breath weapon turned Dorneryll from a home into a raging inferno. Most of the elves fleeing the tree died in her next pass. Erystelle's parents and the other survivors put up a valiant fight against the advancing humanoid hordes, slaying many with their magic and weapons. Seeing this, Khordarg turned back to the tree; braving a lightning bolt she swooped in low. Frenzied by the smell of blood she slashed right and left with her claws and rent mightily with her jaws until no elves remained alive in the vicinity of the tree. Having sated her killing urge, Khordarg took to the wing to oversee the looting. Satisfied that all was well, Khordarg gleefully headed for home followed by the majority of her raiders.

A hobgoblin king was left to seek out any elves that might be in hiding and he and his bodyguards are still here when Erystelle arrives. None of the monsters encountered in the vicinity of the tree know where Khordarg's lair is.

Once Erystelle arrives at Dorneryll, the DM should keep a careful track of the time. If Erystelle decides to observe the tree from hiding, all the remaining raiders will head north-east along the trail (area 1f), 1 hour later.

Dorneryll's Inhabitants

There were 17 elves living at Dorneryll before the attack. Two lie dead at the bridge (area 1b), nine around the tree (area 1d), two at the stables (area 1e) and two on the trail (area 1f). A count of the bodies will reveal that two elves are missing — Corrunal and Tormalline, Erystelle's cousins. They have already been taken to Khordarg's lair for her entertainment.

During the exploration of the tree, Erystelle will discover a letter from great uncle Druinder, leading to Druinder's forge (area 2) and the next part of the adventure.

Approach to Dorneryll

At the start of the adventure, Erystelle is riding along the southern trail towards Dorneryll (area 1).

1a. Homeward Bound

Adventuring has taken you far from home, to many strange and exotic lands. After facing many perils which tempered you and increased your power, you longed to return to Dorneryll, the great tree where you were raised. Saying farewell to your fellow adventurers, you headed homeward on your trusty warhorse Starbrow, accompanied by your two war dogs Eslin and Tarcil.

The journey has been uneventful and you are now winding your way along the forest track that leads to home. Up ahead you see smoke curling lazily into the sky. Your mouth waters in expectation of home cooking and you urge Starbrow on, eager to be home.

Your nostalgic reverie is broken by a column of red flame shooting high into the sky ahead. Black clouds billow up around it and soon the sky is filled with dark columns of smoke.

Your heart leaps in fear! Fire coming from the direction of home — none of your kin would have been so foolish as to allow a fire to get out of hand. Dorneryll must be under attack. Leaning low over Starbrow's head, you urge her on. Responding to your plea, she surges forwards, running swiftly along the track with your two dogs close on her heels.

What was only a few short miles before, now seems like a never-ending journey as you desperately urge Starbrow to greater speeds. Her hooves thunder against the ground and her nostrils flare open. Up ahead a group of tall figures stand in the middle of the track. Hearing your approach, they rapidly draw their weapons and turn their ugly, hobgoblin faces in your direction.

There are four hobgoblins here. They will attempt to block the track in order to stop Erystelle from passing. If desired, Erystelle

will be able to make a charge attack (see Expert rulebook - page 10) and continue along the track past the hobgoblins.

4 hobgoblins: AC 6; HD 1+1; hp 4 each; MV 90'(30'); #AT 1 sword; D 1-8; Save F1; ML 8; AL C; XP 15 each; THACO 18; B31.

If forced to do so, the hobgoblins will tell the elf about the other hobgoblins at the tree (area 1d). Each hobgoblin has 11sp.

1b. First View of the Tree

Half a mile past the hobgoblins, Erystelle will encounter two ogres on a bridge:

You ride onwards to the wooded valley where your clan live. From the top of the ridge above the valley, your worst fears are confirmed. Dorneryll is blackened, and tongues of flame lick hungrily across its branches. The sound of shouting and the clash of weapons carries to you on the breeze.

Down the valley-side you gallop towards the bridge that spans the river. To your horror, two ogres are sitting on the other side of the bridge, talking and laughing in their foul speech.

The ogres are 30 yards away at this point. As a result of the noise of the burning tree they will not hear Erystelle's approach, giving the elf 1 round of surprise.

2 ogres: AC 5; HD 4+1; hp 23, 19; MV 90'(30'); #AT 1 club; D 3-8; Save F4; ML 10; AL C; XP 125 each; THACO 15; B35.

Near the ogres are the battered bodies of two elves — Evandele and Troicuiques — a younger brother and sister of Erystelle.

The ogres have 300gp and 200gp respectively. One of them has a small silver brooch in the form of a flying swan (value - 3gp). Erystelle will recognise this as the brooch given to Troicuiques before leaving home. The elves' bodies have nothing of value on them.

DORNERYLL

Erystelle will arrive at the tree too late to help the clan. Dorneryll is burning fiercely, allowing no access to its upper branches.



All magical items and useful equipment have either been carried off by the raiders or burned.

The smoke from the burning tree reduces vision to 60 feet while within the clearing, making it impossible to see the whole area at once. The DM should therefore only read the boxed descriptions when Erystelle is within 60 feet of an encounter area. Occasionally the wind will clear a section of smoke allowing a clear view of the surrounding area for 1-2 rounds. The DM should use this to aid Erystelle by allowing potential enemies to be sighted, rather than as a means of bringing them in to attack.

The burnt grass around the tree is witness to the dragon's breath weapon. It should be apparent that something other than the hobgoblins and ogres was responsible for the destruction here.

1c. Mounted Looters

The following encounter will occur when Erystelle first enters the clearing, regardless of the direction from which the tree is approached:

Smoke swirls thickly around you. Not only is Dorneryll burning, but the outlying buildings as well. Through the smoke you catch glimpses of Dorneryll. It is badly blackened and scorched, and the ground by it smoulders. A lump rises in your throat for nowhere is there any sign of living elves. The only things that move are large shadowy shapes, obscured by smoke.

The wind blows the smoke away revealing two large wolves sniffing the air in your direction. Two ugly goblins survey the woods from the wolves' backs. They motion to their hobgoblin companions and point to where you are standing. Now is the time to act!

There are five hobgoblins with the goblins and dire wolves. They will all move towards Erystelle, who has a 30% chance of evading this encounter by moving back into the woods. Should Erystelle return, they will automatically attack.

2 dire wolves: AC 6; HD 4+1; hp 23, 18; MV 150' (50'); #AT 1 bite; D 2-8; Save F2; ML 8; AL N; XP 125 each; THACO 15; B39.

2 goblins: AC 6; HD 1-1; hp 4 each; MV 90' (30'); #AT 1 spear; D 1-6; Save NM; ML 7; AL C; XP 5 each; THACO 19; B31.

5 hobgoblins: AC 6; HD 1+1; hp 8, 8, 7, 4, 3; MV 90' (30'); #AT 1 sword; D 1-8; Save F1; ML 8; AL C; XP 15 each; THACO 18; B31.

Due to the dense smoke around Dorneryll, the goblins are not affected by the daylight. The humanoids have 17gp each.

1d. The King of the Hobgoblins

The cracking and splintering sound of Dorneryll as it burns, allows Erystelle to surprise the hobgoblin king and his bodyguards automatically:

Peering through the smoke you see the charred trunk of Dorneryll. Next to it, three big and burly hobgoblins stand amongst the mutilated bodies of your clan. They are deep in conversation and have failed to notice you. Your parents' corpses lie amidst the remains of numerous goblins, hobgoblins and ogres — evidence of their valiant deaths. The largest hobgoblin throws down a piece of parchment and turns round, his bright bloodstained cloak flapping in the breeze. He heads in the direction of the stables followed by the other two and you notice your mother's bow and quiver slung across one of their backs.

The hobgoblin king and his bodyguards are heading for the stables where horses

await them. Once mounted they will gallop north-east along the trail (area 1f) towards their lair in the northern hills. They are presently unaware of Erystelle's presence, and will remain so unless Erystelle attacks or otherwise draws their attention.

Hobgoblin king: AC 5; HD 5; hp 22; MV 90' (30'); #AT 1 sword +1; D 4-11; Save F5; ML 11; AL C; XP 175; THACO 14; B31.

2 hobgoblin bodyguards: AC 5; HD 4; hp 17, 14; MV 90' (30'); #AT 1 sword +1; D 2-9; Save F4; ML 11; AL C; XP 75 each; THACO 15; B31.

The king carries a **sword +1**, a **shield +1**, and a **potion of giant strength** in a small glass bottle. The potion is red brown in colour and has an earthy taste. The king does not know what the potion is and will not drink it. He also wears a gold coronet of elvish make (value - 2500gp) and is carrying 13 gems (value - 3x500gp, 4x100gp, 6x10gp) and 97gp in his pouch. All these items have been looted from Ardil, Erystelle's father.

The bodyguards each have a **sword +1** and a **shield +1**, looted from members of Erystelle's family. One carries Erystelle's mother's **short bow +2**, and her 12 **arrows +1**. To add to Erystelle's personal involvement the DM may similarly assign the original ownership of magical swords and shields to other family members. The bodyguards have 100-300gp each.

Around the tree are the signs of Khordarg's presence — the scorched ground, the burnt bodies, the deep wounds inflicted on some of the elves and the footprints on the

THE LETTER

The DM should copy the letter and give it to the player when it is discovered. The top half is bloodstained and illegible. The remainder is blotted with blood and reads as follows:

time to time. The events of which he spoke troubled me deeply and caused my blood to run cold.

As you know, ever since Galannon slew the red dragon Gankalk and put an end to its line, we have lived in peace in the Emerlas.

Now it seems things have changed, for the hermit spoke of strange events. The human village of Scrubton is no more, to the ground, its population gone. Similarly the dwarves of Granitgape have disappeared, the doors to their majestic fortress torn asunder and their workings destroyed.

The hermit thinks it is the work of chaos spawn as he fo seem to be working together, in both places he found var for a human he knows much. I dou

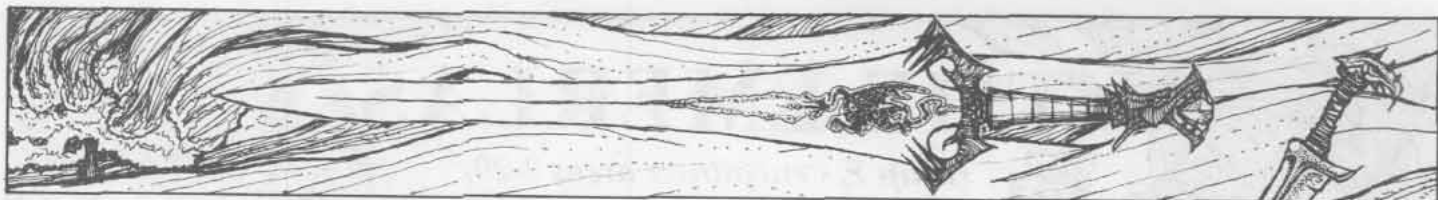
Some new power has arisen in the knows how long it will be before

of their presence. More disturbing is that the creatures apom. The hermit i venerable person: even lls, ogres, goblins are thes.

us all. I urge you to guard Dorneryll who and threaten our elfin trees.

May the Stars of Galannon watch over you.

Drunder



ground. The DM should simply describe them as they would appear and let Erystelle draw conclusions as to their cause.

There are nine dead elves around the tree: Erystelle's mother (Thiondil), and uncle (Rossilear) bear deep slashes from the dragon's claws. Erystelle's father, Ardil, has been badly mauled by the dragon's jaws. The other six show signs of death by burning, and any non-magical equipment has been destroyed. There are three cousins — Joytil, Fermnatar and Erustile; two aunts — Gorfisel and Tyrout; and an uncle — Firborlin. All of their bodies have been stripped of valuables. The ground next to them bears the marks of Khordarg's large clawed footprints.

The parchment dropped by the hobgoblin king lies next to the bodies of the elves. It is a letter from Druinder, Erystelle's great uncle, to Erystelle's father and mother. It is important that Erystelle finds this letter and the DM should, if necessary, draw the player's attention to it.

1e. Stables

Outside the burning stables two hobgoblins hold the bridles of six horses. They are busily talking and are unaware of your presence.

Two hobgoblins await their king by the burning stables. If attacked, the hobgoblins will shout to raise the alarm. If the king and his bodyguards (area 1d) are still alive, they will arrive in 3 rounds.

2 hobgoblins: AC 6; HD 1+1; hp 7, 4; MV 90' (30'); #AT 1 sword; D 1-8; Save F1; ML 8; AL C; XP 15 each; THACO 18; B31.
6 war horses: AC 7; HD 3; hp 19 (x4), 12, 14; MV 120' (40'); #AT 2 hooves; D 1-6/1-6; Save F2; ML 9; AL N; THACO 17; E51.

The hobgoblins each have 10sp. The horses are saddled and ready to be ridden. The saddlebags all contain looted treasure. Each one has 200-500gp and a similar amount of electrum. One of them also contains an ivory stag statuette (value - 350gp) and a gold bowl encrusted with gems (value - 1500gp).

The stables will burn down entirely in the next turn, destroying all items in them. If they are searched later, the bodies of Sacroisil and Fredenala, Erystelle's grandfather and grandmother will be discovered.

Following the Raiders

The main band of raiders has left a clear trail of its passage and the hobgoblin king and his bodyguards will travel this way if they are able to.

1f. The Trail

The path taken by the raiders winds northeast through the woods. After 1 mile the bodies of two more elves will be found:

Trampled grass and broken boughs indicate that a large force passed both ways recently along this path. The ground bears the marks of large footprints and wolf tracks. Bloodstains streak the ground as though something were being dragged along. Your worst fears are confirmed when you find a medallion which your brother Astarise always used to wear, lying by the side of the path.

Further along you see two slender forms which can only be elves, lying at the end of the bloody tracks.

The bodies are of Erystelle's brothers Astarise and Coroundarl. They have been dragged along the ground behind two dire wolves. Once they were dead the goblins tired of the sport and cut them loose. The straps of leather used to tie them are still around their wrists.

1g. End of the Trail

The trail continues for about 3 miles and ends on an area of broken ground next to a river. Here a giant draco lizard will glide out of the trees to attack Erystelle:

The trail continues for some few miles to a bare rocky area where it disappears, lost against the hardness of the rock.

A movement to the left catches your eye; it looks like a dragon flying towards you, its jaw, full of razor sharp teeth, opens as it swoops down.

The giant draco lizard will reach Erystelle at the end of the round, automatically giving Erystelle the initiative.

1 giant draco lizard: AC 5; HD 4+2; hp 19; MV 120' (40')/Glide 150' (50'); #AT 1 bite; D 1-10; Save F3; ML 7; AL N; XP 125; THACO 15; B32.

Here the raiders headed along the river in order to obscure their trail. They cannot be followed beyond the river. Moreover, if Erystelle has followed the hobgoblin king to this point, the elf will lose his trail when the lizard attacks and will be unable to pick it up again.

VENGEANCE IS MINE

After searching the area of the tree, it should be apparent to Erystelle that the burning was caused by something more than the hobgoblins and their allies. Clues point strongly towards the work of a large red dragon — an opponent too tough for Erystelle. Some form of vengeance should be foremost in Erystelle's mind at this point. The need for an ally to aid in the quest is called for and it is important that Erystelle visits Druinder for more information. If Erystelle fails to make this connection, the DM should suggest it to the player.

Before Erystelle leaves for Druinder's tree the DM should read the following boxed description:

Saying farewell to your kin all those years ago was easy compared to now. Then, a life of glorious adventure lay ahead and home would always be there to return to.

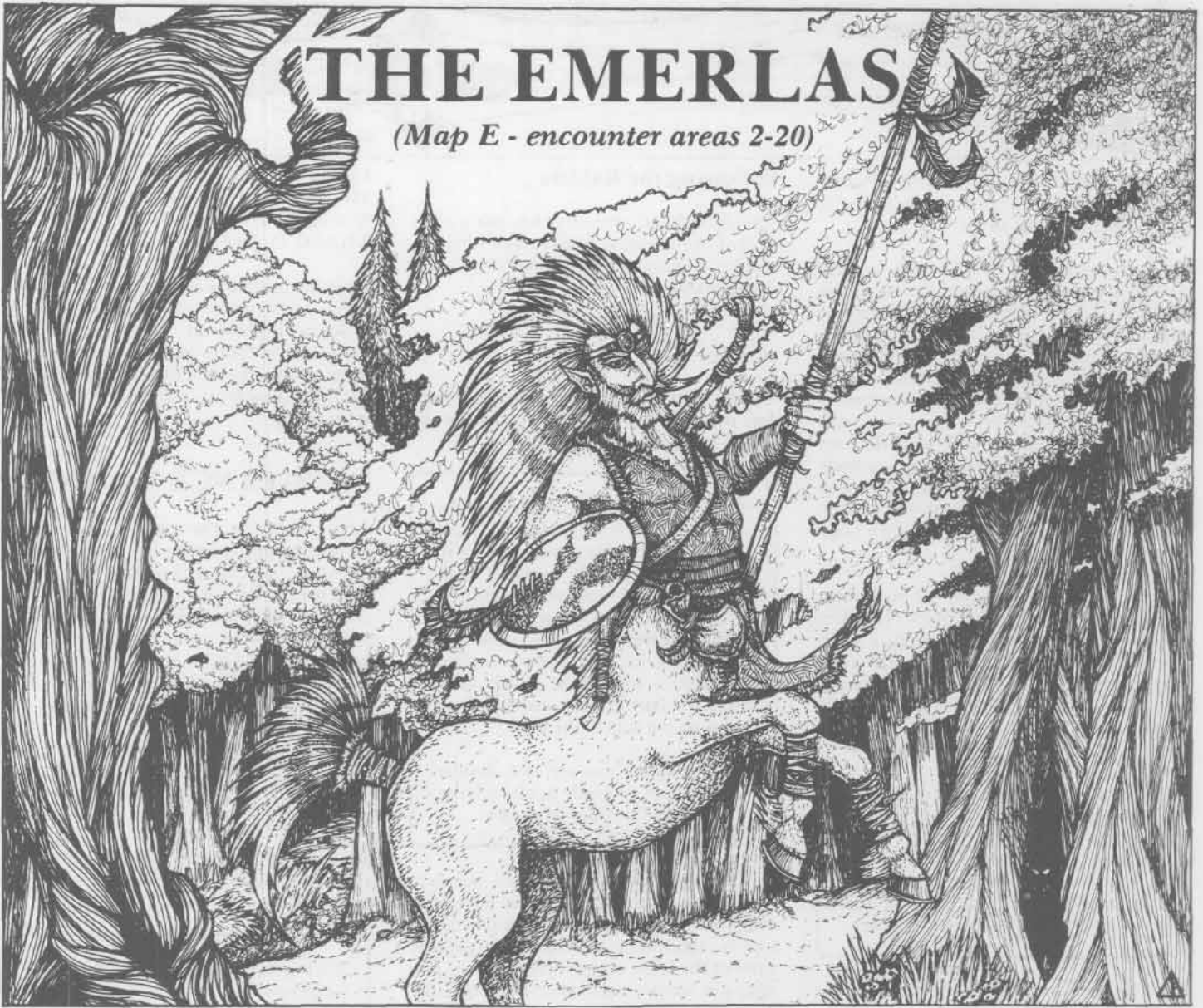
Having returned with expectations of a joyful homecoming, you now face a painful farewell. Around you lie scattered your dead kin, fallen in battle against heinous foes. Their spirits have already departed for brighter lands and now it is time for their mortal frames to return to the air and earth.

Slowly you feel the anger again rising in you. Those responsible for this slaughter and destruction will pay dearly. The very woods echo to your cry, "Vengeance will be mine!"

The DM should suggest that the bodies of the elves are burned and their ashes spread into the air. By this time night will have fallen and the DM should suggest that Erystelle rest and replenish spells here.

THE EMERLAS

(Map E - encounter areas 2-20)



During this part of the adventure, Erystelle is involved in a search for the elfin hero Galannor Nightflame (see **Legend of Galannor - Pull-out Sheet**). This will lead to **THE SHINING ISLE** (page 20).

Erystelle should first visit Druinder who will suggest that information be sought from the hermit of the north (area 6). However, by the time Erystelle reaches the hermit's cave he will have fled into hiding. Erystelle will have to search for him and will find out about Galannor and the Shining Isle along the way.

Encounters are divided into two groups: **Events** and **Set Encounters**. Some of the Events represent the spread of the forces of chaos from the Misty Hills and should encourage Erystelle to make haste on the quest — the others are provided to help the adventure along.

The overall aim of this part of the adventure is for Erystelle to reach **THE**

SHINING ISLE (page 20) by performing the ritual at the Shattered Pillars (area 20). In order to do so, Erystelle needs to know:

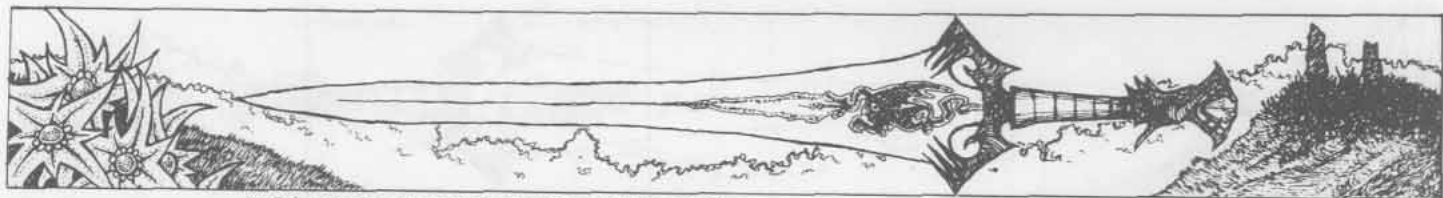
- **That the pillars exist and where they can be found.** Erystelle may see the pillars at a distance (area 19), and the pixies (area 8) will also give a clue as to their location. The Cave of Visions (area 11) will show Erystelle what the pillars look like and, if the elf is able to give a description, the treants (area 14) will give directions to them.
- **The rhyme of Galannor.** The shargugh (area 5) living near Oakendale (area 4) will tell Erystelle the rhyme. The burned book in the hermit's home (area 6) also contains part of it.
- **How to reach the Shining Isle.** To reach the Shining Isle, Erystelle has to be at the Shattered Pillars at night and facing the pool of water. By wearing a wreath of starblooms (see below) and speaking the

rhyme of Galannor, Erystelle will summon the silver ship and be taken to the Isle. The book in the hermit's cave (area 6) will give Erystelle some information, and the treants (area 14) and pixies (area 8) will provide more clues.

If Erystelle makes poor progress on the quest, aid can be given through the reappearance of the hermit (see **EVENTS** -page 11) who will explain to Erystelle about the Shattered Pillars and the ritual for reaching the Shining Isle.

STARBLOOMS

Starblooms occur in encounter areas 14 and 20. They are small flowers that grow only in the Emerlas. They flower only at night. During daylight they appear as dead and shrivelled flowers. At night they are wondrous to behold. Each flower resembles a glowing star, the blooms consist of points of light which twinkle in the breeze.



WANDERING MONSTERS

A check for wandering monsters should be made twice a day and once at night. A roll of 1 or 2 on 1d6 indicates that an encounter has occurred. When determining exactly what has been encountered, 1d6 should be rolled and the table below consulted. The wandering monsters numbered 7 to 10 come into use following the three 'Spread of Chaos' Events (pages 9-11), which alter the type of die to be rolled.

TABLE 1 - WANDERING MONSTERS

die roll	Monster
1	Grizzly bear (1): AC 8; HD 5; hp 23; MV 120' (40'); #AT 2 claws/1 bite; D 1-8/1-8/1-10; Save F4; ML 10; AL N; XP 175; THACO 15; B26.
2	Robber fly (2-5): AC 6; HD 2; hp 9 each; MV 90' (30')/Flying 180' (60'); #AT 1 bite; D 1-8; Save F1; ML 8; AL N; XP 20 each; THACO 18; B36.
3	Wolf (2-5): AC 7; HD 2+2; hp 10 each; MV 180' (60'); #AT 1 bite; D 1-6; Save F1; ML 8 or 6; AL N; XP 25 each; THACO 17; B39.
4	Giant ferrets (2-5): AC 5; HD 1+1; hp 6 each; MV 150' (50'); #AT 1 bite; D 1-8; Save F1; ML 8; AL N; XP 15 each; THACO 18; B30.
5	Boar (1-3): AC 7; HD 3; hp 14 each; MV 90' (30'); #AT 1 tusk; D 2-8; Save F2; ML 9; AL N; XP 35 each; THACO 17; B27.
6	Stirge (2-5): AC 7; HD 1*; hp 5 each; MV 30' (10')/Flying 180' (60'); #AT 1 beak; D 1-3+ drain blood; Save F2; ML 9; AL N; XP 13 each; THACO 19 (17 on 1st round); B38.
7	Hobgoblins (4-7): AC 6; HD 1+1; hp 5 each; MV 90' (30'); #AT 1 sword; D 1-8; Save F1; ML 8; AL C; XP 15 each; THACO 18; B31.
8	Gnolls (3-6): AC 5; HD 2; hp 8 each; MV 90' (30'); #AT 1 sword; D 2-9; Save F2; ML 8; AL C; XP 20 each; THACO 18; B30.
9	Ogres (1-3): AC 5; HD 4+1; hp 19 each; MV 90' (30'); #AT 1 club; D 3-8; Save F4; ML 10; AL C; XP 125 each; THACO 15; B35.
10	Troll (1): AC 4; HD 6+3*; hp 30; MV 120' (40'); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save F6; ML 10(8); AL C; XP 650; THACO 13; E56.

EVENTS

Unlike encounters which take place in specific areas, Events occur at specific times. There are two kinds of Events: those which involve Erystelle directly, and those which take place in the elf's absence and affect the other inhabitants of the Emerlas. Events involving Erystelle personally are marked with an asterisk. The DM may wish to develop some suitable means of communicating news of the other Events to Erystelle. The Events which do not require the presence of Erystelle should only be used if the elf is not in the area involved.

Otherwise the DM should postpone the Event until Erystelle has left the affected area.

If there is no location specified in the description of an Event, then it can occur anywhere in the Emerlas. There will only be one Event per day at most, occurring in the order shown. Each Event has a number according to which day it occurs on.

*Day 3. Raven

Erystelle will encounter a raven which will supply a clue:

A black raven watches you from a tree next to the track. Its head cocked to one side, it shuffles along the branch. When it is directly over the middle of the path it stops and fixes you with a stare.

If Erystelle speaks to the raven or gives it food it will speak in a cawing voice, "Seek the hooded one in the cave of blue." — a reference to the bone golem in the Cave of Visions (area 11). It will then fly away in the direction of the Cave of Visions.

*Day 5. Turpin the Centaur

At any convenient time during the day, Erystelle will meet Turpin — an aggressive centaur given to feats of gallantry, who could possibly be persuaded to accompany Erystelle. When encountered he will challenge Erystelle to a duel:

The steady beat of hooves warns you of an approaching rider, but leaves you unprepared for what comes into view. This is no ordinary horse and rider. From the body of a horse rises the torso of a strong man. His hand grasps a stout lance and across his back is slung a bow and quiver.

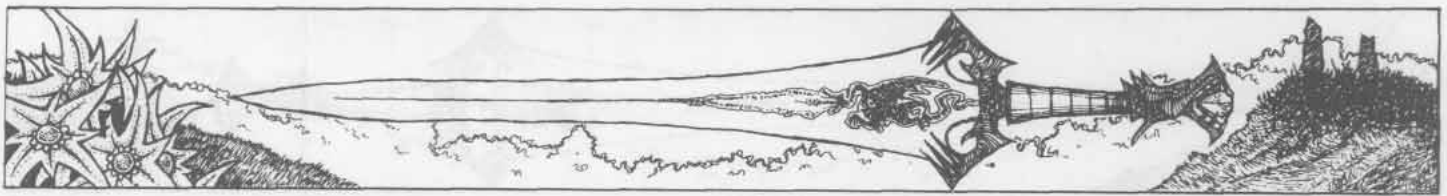
The creature stops and throws back its head proudly. "I am Turpin the centaur, ruler of the roads. None may pass without first battling me in single combat". He looks again at you and hastily adds, "Er, without spells that is, only weapons to be used. Do you agree to a jousting competition?"

Turpin will add that the competition is to be the best of three charges (or passes). The one who inflicts the most damage on the other to be considered the winner. Whether Erystelle agrees or not, Turpin will charge.

Turpin the Centaur: AC 3; HD 4; hp 30; MV 180' (60'); #AT 2 hooves/1 lance or 1 short bow; D 1-6/1-6/1-10 or 1-6; Save F4; ML 8; AL N; XP 75; THACO 16; E47.

Personal treasure: shield; silver headband, which has identical properties to a **ring of protection +1**; 35gp.

Turpin has no wish to kill his opponent. If Erystelle is badly wounded, Turpin will give the elf an opportunity to surrender. In



this event he will demand a magic item from Erystelle — preferably the **short bow +2** (from area 1d) if Erystelle has it.

If wounded to 8 hit points or less Turpin will drop his lance and surrender. If Erystelle has not cast any spells in the combat, Turpin will be impressed and will offer to join the quest. He will on no account leave the forest tracks or enter the foothills and mountains to the north. Turpin will not accompany Erystelle if the elf cast any spells in the combat. He will insist that it was unfair and depart at the first opportunity.

Turpin has a hard belligerent exterior. At heart he is a reasonable character and a loyal friend. His quick tongue and hot temper could cause a few problems as he will be rude to anyone encountered. The DM can gain a lot of entertainment by playing Turpin's personality to the full — a loyal friend but prone to causing trouble.

*Day 7. Scorched Ground

Erystelle will discover an area that bears witness to the devastation of Khordarg. Erystelle will not find anything of value here, but the DM should take the opportunity to instill a sense of urgency in the player. As the adventure proceeds this event is repeated. Other areas will become devastated and the DM should mark these on **Map E** as they occur. This Event will recur with the passage of time but with an ever-increasing degree of severity. The DM should describe, for example, the burnt and blackened ground; the once homely woodsman's cottage that has been reduced to smouldering embers; the piles of dead woodland creatures; the surrounding trees that have been wantonly hewed; and so on.

Day 9. Spread of Chaos

As time passes, the size and frequency of humanoid raiding parties into the Emerlas increase. From now on the DM should use 1d6+1 when rolling for Wandering Monsters (see page 9).

*Day 10. Dragon Overhead

Erystelle will spot Khordarg, the red dragon, flying over the Emerlas some 1-3 miles away. The DM may wish to use an extra "Scorched Ground" area (see above) if Erystelle hurries to investigate.

*Day 11. Scorched Ground

See Day 7.

*Day 13. Black Horseman

At any convenient location (on a road or a bridge, for example), Erystelle will find the way blocked by a Black Horseman:

A figure dressed in black plate mail armour sits upon a huge black charger. A black pennant bearing a skull flutters from a lance held firmly in a mailed fist. In one smooth motion the lance is lowered and the charger begins to move towards you.

The Black Horseman is a 5th level fighter and will charge anyone in the way with his lance. He will then use his **sword +1**.

Black Horseman: AC 0; F5; hp 32; MV 90' (30'); #AT 1 lance or sword +1; D 1-10 or 2-9; Save F5; ML 10; AL C; XP 175; THACO 17 lance/16 sword.
1 war horse: AC 7; HD 3; hp 19; MV 120' (40'); #AT 2 hooves; D 1-6/1-6; Save F2; ML 9; AL N; XP 35; THACO 17; E51.

The Black Horseman possesses a **sword +1**, a **shield +1** and **plate mail +1**. In his saddlebags are a 50-foot-length of rope, two **potions of healing**, 50gp and a map to the Cave of Visions (area 11). The DM should prepare a rough sketch map and give it to the player.

*Day 14. Pixie Messenger

Provided that Erystelle comes within 15 miles (five hexes) of the pixies' dwelling (area 8), Rosemary the pixie will be encountered. If this area is not entered today, the DM should postpone this Event until Erystelle reaches it.

Rosemary has been sent to try to find someone who can save the pixies and their home from destruction by a vicious troll (see area 8). She will try to persuade Erystelle to help her. If Erystelle agrees, she will be overjoyed and insist on escorting the elf to the pixie glade at once. The DM should now use encounter 8.

Day 16. Spread of Chaos

The increasing raids by evil humanoids means that the DM should now use 1d6+3 when rolling for wandering monsters.

Day 17. Assault on Oakendale

The halfling village of Oakendale (area 4) is attacked by Khordarg's mate, Histitz; two manticores; three ogres and 20 gnolls. After

a short but bloody encounter the raiders are beaten off. Nevertheless, the village suffers grievous casualties: 12 halflings are killed (including Bella Fairtoe - see area 4a) and another 16 are badly injured. Nearly half of the buildings in the village are burnt to some degree and the Foaming Flagon is completely destroyed.

*Day 18. Ambush

When Erystelle gets within 15 miles (five hexes) of Doak Evergreen's home (area 14), and provided that it has not already been used, the DM should run encounter 13 "Ambush" (see page 17). If Erystelle does not move into this area today, the Event should be postponed until an appropriate time. If the encounter has already occurred there will be no Event today.

*Day 19. Scorched Ground

See Day 7.

*Day 20. Dragon Attack

At any suitable moment during the day, Erystelle will spot Histitz flying over the trees to attack. The dragon is still wounded from his attack on Oakendale (see above), and will take 2 rounds to get within breath weapon range. He will not surprise Erystelle. Histitz has already used one of his breath weapon attacks today and has only two remaining.

Histitz (red dragon): AC -1; HD 10**; hp 24 (50); MV 90' (30')/Flying 240' (80'); #AT 2 claws/1bite; D 1-8/1-8/4-32; Save F10; ML 12; AL C; XP 2300; THACO 10; B28.

*Day 22. Dragon Overhead

See Day 10.

Day 23. Spread of Chaos

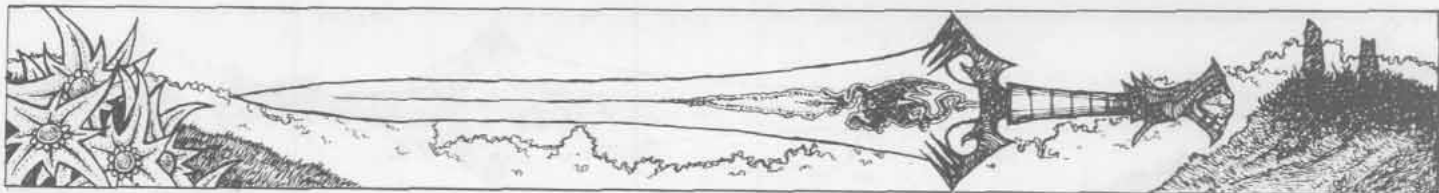
The increasing raids by evil humanoids means that the DM should now use 1d4+6 when rolling for wandering monsters.

Day 25. Death on the Wing

Rhonda and Ragnal Redleaf (area 12) are both killed in one of Khordarg's vicious attacks and their home destroyed.

Day 27. Death on the March

A raiding party of gnolls assails the flutterlings' mushroom ring (area 10) destroying the fairy creatures and all of their magical mushrooms.



Day 29. Death of the Pixies

Khordarg's two offspring, Fagtorx and Shalkmog, attack the pixie glade (area 8) killing all its inhabitants.

Day 31. Attack on the Treants

Khordarg and her minions find Doak's glade (area 14) and kill Watt Woodchip. Doak will now seek out Erystelle to join the quest. He will take 1-2 days to find Erystelle but will never leave the Emerlas.

Day 34. Destruction of Oakendale

This second assault on the halfling village (area 4) is led by Khordarg herself. The village is razed to the ground and a further 30 of the inhabitants killed (including Cadwallader see area 4b).

*Day 35. The Hermit

If Erystelle has not already visited the Shining Isle, Roark Melstoel, the hermit of the north, will be encountered by Erystelle

at the earliest opportunity. Roark is a cleric and he will help Erystelle piece together all the information collected so far. He will also work out how to summon the silver ship (see area 20).

Roark Melstoel: AC 9; C4; hp 19; MV 120' (40'); #AT 1 staff; D 1-6; Save C4; ML 10; AL N; THACO 19.

Spells memorised:

First level: **cure light wounds (x2)**

Second level: **speak with animals.**

All encounter descriptions which mention Erystelle also include any companions that may be present.

The Elfin Smith

Erystelle will have no problem finding Druinder's forge (see **Map 2**). Erystelle's great uncle chose to live apart from the family long ago and has been engaged in making weapons and metal implements ever since. He is assisted in his work by three gnomes. Druinder is knowledgeable about elfin lore and will advise Erystelle to seek out the hermit who lives to the north.

2. Druinder's Forge (Map 2)

The hammer of iron against iron comes from a wooden shed. A friendly gnomish face pops around the door to greet you. At least this place is still safe, but for how long?

Grimble the gnome runs up to you and makes a joke about how much you have grown. His expression changes as he sees the grief etched into your face. His previously happy face grows long as he mutters, 'I will fetch Druinder for you.' Shaking his head he goes back into the forge. Shortly Druinder appears and limps over to you. His silver hair, tied in a pony tail, bobs behind.

Druinder: AC 6; Elf 5; hp 12; MV 90' (30'); #AT 1, sword +2; D 3-10; Save E5; ML 8; AL N; THACO 15; B30.

Spells Memorised:

First level: **charm person, detect magic**

Second level: **invisibility, web**

Third level: **clairvoyance**

SET ENCOUNTERS

Druinder wears a thick leather apron and wears a **ring of protection +1**. He is old and walks with a limp, he will on no account join Erystelle on an adventure. If pressed he will send one of the gnomes with Erystelle, but will be very reluctant to do so.

Grimble, Snubton and Grubber (gnomes): AC 5; HD 1; hp 5 each; MV 60' (20'); #AT 1 short sword; D 1-6; Save D1; ML 8; AL N; THACO 19; B30.

Druinder will listen attentively to Erystelle's tale and then take the elf to his home. In a chamber overlooking the forest they will be served food by the gnomes and Druinder will come to the conclusion (if Erystelle has not already done so) that the destruction around the tree was the work of a red dragon. He will be profoundly disturbed by the news that evil humanoid are in league with the dragon, indicating that all woodland creatures are in danger. He will fix Erystelle with a deep gaze and say 'You are our only hope. We must be avenged, the dragon and its spawn must be destroyed. Alas, I fear that a lone elf seeking vengeance will find only death. Aid is required.'

At this point the DM should give the player the bottom half of the **Pull-out Sheet** entitled the Legend of Galannor, and allow the player to read it before continuing.

Druinder will point out that the appearance of a red dragon is a sign that the time has come to recall Galannor Nightflame to protect the Emerlas. Druinder will urge Erystelle to do so but he does not know how this can be achieved. After musing over this for a few minutes, he will suggest that Erystelle visit the hermit to the north (area 6) who has spent a lifetime studying the Emerlas. Druinder will give directions to the hermit's cave via the halfling village of Oakendale (area 4).

Before Erystelle leaves, Druinder will make a present of his **ring of protection +1**. At the same time he will wish Erystelle luck on the quest saying "The future of the Emerlas rests with you, you must restore Galannor to the world in order to defeat the dragon and avenge your family. Without Galannor's aid we are doomed."

The DM should read the following description when Erystelle leaves Druinder's:

Sunlight cascades down through the leaves of the trees, bathing the ground in its warm light. Everywhere, on the warm breeze, is the singing of birds and the chirp of insects. It is difficult to imagine that all this will be destroyed if you are not successful, the green forest turned into a blackened waste land. The future of the Emerlas rests in your hands. You must not fail.

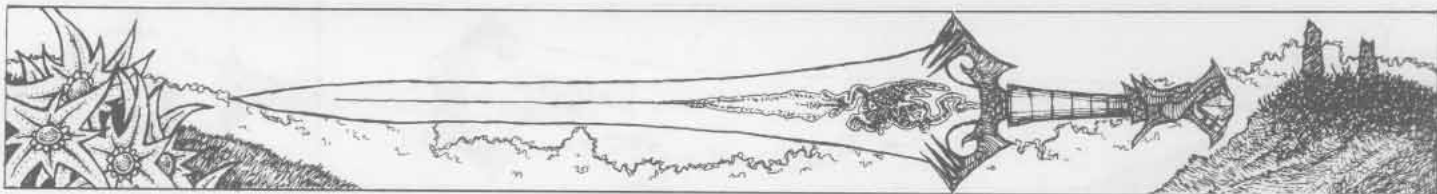
Oakendale

The halflings of Oakendale are friendly and the local store (4d) has most equipment.

Approaching Oakendale, Erystelle will be robbed by Sutan the shargugh (see **NEW MONSTERS** - page 27). In the village Erystelle will discover where Sutan can be found and how to deal with him. If Erystelle approaches Sutan correctly, the shargugh will recite the rhyme of Galannor and return the stolen item(s).

3. First Encounter with the Shargugh

Erystelle will encounter Sutan the shargugh upon first entering any of the six hexes surrounding Oakendale. For the



purposes of this encounter the shargugh will automatically gain surprise. He will leap onto the back of Erystelle's horse and, if at all possible steal the **ring of protection +1** given to Erystelle by Druinder. If this is hidden, Sutan will steal any magical item that comes to hand, for example Erystelle's **dagger +1**, a **potion of healing**, the **short bow +2**, etc:

The track slopes gently down the hill and sunlight filters through the trees above. With a thump something lands behind you. Spinning round, you see a small shaggy brown humanoid leaping from the back of your mount. Its manic laugh is strangely distorted as it somersaults away and lands on its feet. It turns to look back at you, its deep brown eyes full of mirth and its beard full of twigs. It turns on its heel and bolts into the undergrowth.

Being surprised, Erystelle is unable to do anything other than watch the shargugh disappear into the woods. After Sutan has fled, Erystelle will notice the theft and is free to act. The shargugh will have used his ability to travel via trees and will be over 600 yards away by now.

4. Village of Oakendale (Map 4)

The village of Oakendale is home to 46 halflings — 35 normal halflings, 10 militia and a 5th level leader. Next to the village is a shrine of Law run by Lina Vauzel, a 5th level cleric. Oakendale is surrounded by fields where wheat, fruit and vegetables are grown.

Unless otherwise stated all normal halflings have the following statistics:

35 halflings: AC 7; HD 1-1; hp 4 each; MV 90' (30'); #AT 1 short sword or dagger; D 1-6 or 1-4; Save H1; ML 7; AL L; xp 5 each; THACO 19; B31.

Each halfling dwelling is a simple affair consisting of a hearth, a kitchen and two bedrooms. They contain items which might be found in a well provisioned country cottage. All halflings will have 3d8cp and 2d8gp each.

If desired, the DM may expand upon the descriptions below, adding more names and personalities, since only a few characters have been described in any detail.

12 *EMERLAS (encounter areas 3-4b)*

Erystelle's Arrival

The halflings will welcome Erystelle as soon as the elf arrives:

A sleepy village lies at the bottom of this valley. Neatly ordered fields and orchards surround small low houses. The houses face onto a village green where a stone bridge crosses a stream. At one side of the green is a tavern, its sign of a foaming flagon swings lazily in the breeze. Numerous halflings turn towards you with bright smiling faces and a cry of 'Bella' comes from one of them. Shortly afterwards, a portly female halfling comes out of the tavern bearing a tray with a mug of foaming beer and a platter of mouth-watering food.

The halfling with the tray is Annabella 'Bella' Fairtoe, the landlady of the Foaming Flagon tavern (area 4a). She will greet Erystelle, making the elf feel very welcome and will offer food and ale for free. Erystelle will be invited into the tavern where eight halflings will gather round and ask for news.

4a. The Foaming Flagon

Bella is a plump middle-aged halfling, who is fond of wearing bright clothes. She has a very warm personality and will do her utmost to make Erystelle at home.

The Foaming Flagon is friendly and relaxed; most halflings gather here in the evening to drink, tell stories, and sing and dance to the tunes of Healdon the Fiddler. Healdon is an old halfling who helps Bella, doubling as a barman and entertainer. Most evenings he works behind the bar until dark, when he takes out his fiddle and plays for the customers.

The halflings are isolated in this area and know little of what is happening elsewhere. Although they have seen smoke in the distance, they have assumed that it was caused by woodsmen clearing the forest. Normally carefree folk, they will be shocked by the news of a red dragon in the area.

A room (1gp per night) and stabling (1sp) are available at the tavern.

Learning about the Shargugh

While in the Foaming Flagon, any enquiries about the shargugh will come to Bella's attention who will gladly tell Erystelle all she knows about the creature.

During the evening Erystelle will notice Bella filling a tray with food and a tankard of ale. She will carry this to the front door and leave it on the step for the shargugh. If Erystelle asks, Bella will explain that it is an offering for the shargugh — a brown, furry man who visits the village at night. The shargugh is considered by the halflings to be a good luck symbol, who occasionally carries out tasks around the village such as sharpening sickles, mending horse traces and roofs. One night when she was young she was walking by the brook and was surprised when the shargugh stepped out in front of her. "All wild and hairy! He knew my name and said that I would prosper. He then disappeared, leaving only a ringing laugh behind. Since then I have left food for him every night."

Erystelle will recognise the shargugh as the creature from area 3. Bella does not know where the shargugh lives and feels it would be unwise to molest him in the village, as it would be bound to bring bad luck. Instead she will suggest that Erystelle visits Cadwallader Gutzon, the village leader (area 4b), as he is very knowledgeable. If Erystelle tries to catch or talk to the shargugh in the village, Sutan will not come to take the food.

4b. House of Cadwallader

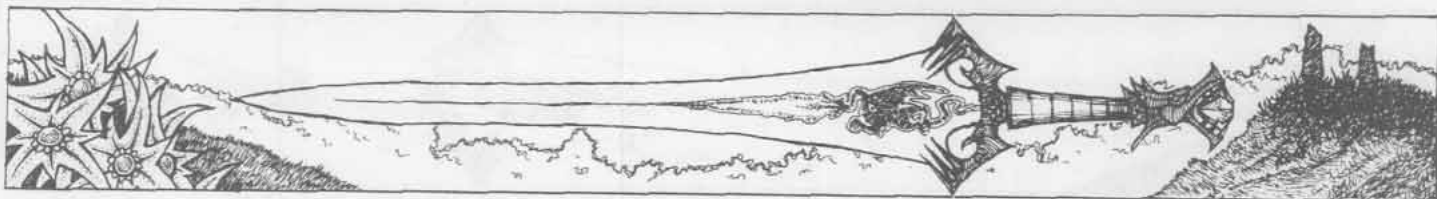
The village leader, Cadwallader 'Wally' Gutzon, lives here with his family — his wife Petunia and their three children:

This house with its neat garden is the most impressive dwelling in the village. It is very large and obviously belongs to a person of importance.

No matter when Erystelle calls, Wally will be in his dressing gown and will have a pipe in his hand. He will offer Erystelle food and drink. If asked, Wally will say that the shargugh lives on Hookham Hill (area 5), adding that he is shy and should be approached carefully. Some form of gift is required — food, drink or a trinket, preferably all three. Wally will stress that no harm should come to the shargugh, for that would mean great ill for the area.

Wally Gutzon (halfling leader): AC 9; H5; hp 22; #AT 1 dagger +1; D 2-5; Save H5; ML 9; AL L; THACO 16; B31.

In times of emergency, Wally will use his **chainmail +1**, a shield, a **short sword +1** and a short bow.



4c. Militia

This building is drab in comparison to the other halfling dwellings. No attempt has been made to decorate it. Outside on a bench, two halflings are relaxing in the sun.

This building is the headquarters for the 10 halflings who make up the militia. There are two militia members here at all times. The militia normally wear leather armour and carry short swords and short bows. In times of trouble, the 10 suits of chainmail and 10 shields kept in the building will be worn. Wally is the head of the militia and will always lead them in battle.

10 halfling militia: AC 7 or 4; H2; hp 10; MV 90' (30'); #AT 1 short sword or 1 short bow; D 1-6; Save H2; ML 8; AL L; THACO 19 (18 short bow); B31.

4d. General Store

The store is open from morning to early evening:

The sign that hangs from this building proclaims it as the general store. Outside, an overweight middle-aged halfling is sitting in a chair with his feet propped on a stool. Numerous barrels and household items surround him.

Pracard Futterkins' usual customers are local halflings and the goods on sale reflect this trade. Most of the equipment listed on page 19 of the Expert rules is available here at a cost of 5% extra. The DM should use discretion in deciding what exactly is available. For instance, catapults and boats are not stocked, but items such as rope and spikes are. Pracard is jolly and is overly fond of ale and food. In the evening, he will be found dancing and drinking in the Foaming Flagon.

4e. Shrine of Law

This wooden building set back among the trees, is different from the halfling dwellings elsewhere along the brook. Its tall square structure and the presence of a cleric by the open doorway, proclaims it as a religious building.

Standing by the open doors is Lina Vauzel, a 5th level cleric. She and her two adepts have recently moved here at the invitation of the village leader, Wally. Consequently they know little of the Emerlas' people or geography. They will not leave the village. **Cure light wounds** spells are freely available to any halfling in need — Erystelle will be charged 50gp per spell.

Lina Vauzel: AC 3; C5; hp 30; MV 90' (30'); #AT 1 mace +2; D 3-8; Save C5; ML 8; AL L; THACO 15.

Spells memorised -

First level: **cure light wounds** x2

Second level: **bless, hold person**

Ida Cutler and Astra Smiemass: AC 5; C2; hp 7, 10; MV 90' (30'); #AT 1 mace; D 1-6; Save C2; ML 8; AL L; THACO 19.

Spells memorised -

First level: **cure light wounds**

The shrine is a simple affair lacking any ostentation. There is very little wealth here as all money put into the collection box is spent on food and other essentials.

4f. Livestock

The halflings' livestock, consisting of 12 cows, 24 sheep, 5 horses and three goats graze in these two fields.

5. Hunt For the Shargugh

The shargugh lives on Hookham Hill. Following directions from Wally the halfling, Erystelle will be able to find the hill:

The track winds its way up the steeply sloping hillside to where large oaks stand against the sky. A ringing laugh draws your attention towards the branches of one of the trees. A brown face grins inanely from amongst the foliage. It titters to itself and then begins to speak:

"Staring eyes, wet with tears
For the ones lost beyond the years.
Fated elf, you will lose yourself."

The shargugh laughs and darts along the branch and says:

"The wheel revolves and seasons change.
Winter snow, summer sun,
fall of leaves and sprout of seeds.
Elves may die, the sun does not, time will show what you have not."

The shargugh will await a reply or an action from Erystelle. If food is offered, Sutan will cautiously move towards it while keeping a close eye on Erystelle. He will eat and drink greedily while watching Erystelle. At the first sign of danger, Sutan will pass into a tree and leave the area. If no food is offered, Sutan will wait, ignoring Erystelle for 2 turns and then wander away.

Sutan the shargugh: AC 7; HD 3*; hp 16; MV 150' (50'); #AT 1 bite or dagger; D 1-4; Save E6; ML 7; AL N; XP 50; THACO 17; New monster p27.

After eating, Sutan will simply tell Erystelle to wait here. He will go to a broken tree stump and climb inside. After 5 minutes, Sutan will return with the item or items stolen from Erystelle, plus a magical lantern. The items are so well hidden that Erystelle will be unable to find them even if the tree trunk is entered. The shargugh will place these items in front of Erystelle. The lantern is made of brass and burns without oil. It lights upon command and illuminates the same area as a normal lantern. It will burn until commanded to stop, but it cannot be used to start fires as it gives out no heat. The command words 'Shine' and 'Dark' are inscribed around its base and are only comprehensible with a **read magic** spell. The shargugh will offer no explanation as to why he stole from Erystelle, or how the lantern works.

Sutan will speak nonsense most of the time and the DM should improvise this as much as possible, throwing in the odd insult.

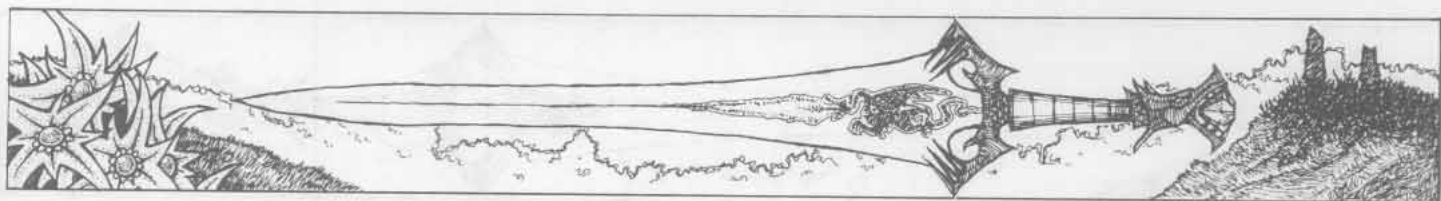
Before Erystelle leaves, Sutan will tell Erystelle the rhyme of Galannor:

The creature stares keenly into your face, all trace of mischief gone. Its eyes, so wild normally, take on a strange intensity.

"So long, so long. The years pass swiftly but I go on. It was said that one would come looking for a way to other lands. Mark well these words:

'Before me lies the silver moon
And stars encircle my brow,
Let the hidden way be open soon.
Galannor Nightflame hear me now!'

"Forget not those words, lest your task go unfulfilled." Its mischievous expression returns as it leaps into the lower branches of the tree.



Although its meaning may not be clear until more clues have been gathered, the rhyme of Galannor will be very vivid to Erystelle. The DM should write the rhyme on a piece of paper and give it to the player.

The creature knows of Erystelle's destiny (see page 2) but will only allude to it. On no account will he tell Erystelle exactly what is likely to happen. The creature is very old, and was young when Galannor Nightflame walked the woods. He will talk of Galannor and say he is gone from the world.

The shargugh will observe Erystelle from the tree, speaking nonsense as before. He will eventually grow bored and depart.

Vanished Hermit

The hermit of the north, Roark Melstoel lives in a cave at the north-eastern edge of the woods. Just before Erystelle arrives here, the hermit will have been captured by a band of hobgoblins led by an ogre. A clear and easy to follow trail leads north-east from the cave to area 7. The hermit has already escaped, however, and will not be found by Erystelle until Day 35 (see **EVENTS** - page 11). Examination of the trail will reveal that a large group of humanoids passed by here recently.

6. Hermit's Cave

When Erystelle is half a mile away from the cave, smoke will be seen rising into the sky. When the elf reaches the cave the DM should read the following:

Across a well cultivated garden, smoke belches from a cave mouth. Broken and trampled plants are evidence that a struggle has taken place. The presence of a hobgoblin lying face down in the cave mouth further confirms this impression.

Inside the cave, Erystelle will find the hermit's few personal possessions and furniture smouldering on the floor. Next to the bed is a scorched leather-bound book which contains the legend of Galannor Nightflame, which is the same tale as told by Druinder. The book also contained the means of summoning the silver ship at the Shattered Pillars, but these pages are badly scorched and most of the writing has been obliterated. The DM should write this out and give it to the player:

14 **EMERLAS** (encounter areas 6-8)

moon is high,
lall pillars with
now, the supplicant
wing words:

e silver moon
cle my brow,
n way be open soon.
ightflame hear me now!

The last page originally read:

"On a clear night when the moon is high, standing between the celestial pillars with starblooms around the brow, the supplicant shall speak the following words:

'Before me lies the silver moon
And stars encircle my brow,
Let the hidden way be open soon.
Galannor Nightflame hear me now!'"

7. Hobgoblin Camp (Map 7)

The trail leads from the hermit's cave for 6 miles to where the hobgoblins and ogres have made their camp. The camp is in turmoil and noise from it can be heard 300 yards away. Erystelle will be able to sneak up on the camp unseen:

A huge yellow-green ogre with bright orange blotches, stands menacing a group of cowering hobgoblins. Elsewhere, other hobgoblins nervously watch the proceedings, apparently afraid of the angry ogre. Evidently annoyed, the ogre roars and savagely swings its club. With a splintering of bone it smashes into one of the hobgoblins' heads. With arms flailing the hobgoblin flies backwards into a tree and slumps to the floor.

The unfortunate hobgoblin is dead, leaving 18 hobgoblins and the ogre. After killing the hobgoblin, the ogre will notice Erystelle unless the elf has hidden among the trees. In the latter case the monsters will travel back to the hermit's cave in the hope that he has returned there. After that they will search the woods in a random direction.

1 ogre: AC 5; HD 4+1; hp 30; MV 90' (30'); #AT 1 club; D 3-8; Save F4; ML 10; AL C; XP 125; THACO 15; B35.

There are 4 groups of hobgoblins in the clearing, these are marked on the map with letter codes. The numbers in each group are: group A = 4; group B = 6; group C = 3 and group D = 5. They all have the following statistics:

18 hobgoblins: AC 6; HD 1+1; hp 5 each; MV 90' (30'); #AT 1 spear; D 1-6; Save F1; ML 8; AL C; XP 15 each; THACO 18; B31.

The hobgoblins have 18sp and the ogre has 450gp.

Fairy Ring

This section of the adventure involves a group of pixies troubled by a troll. Erystelle will become involved either by meeting the pixies (area 8) or by the Event which occurs on Day 14 (see **EVENTS** - page 10). If Erystelle destroys the troll, they will mention the Shattered Pillars (area 20) and the flutterlings (area 10).

8. The Pixies

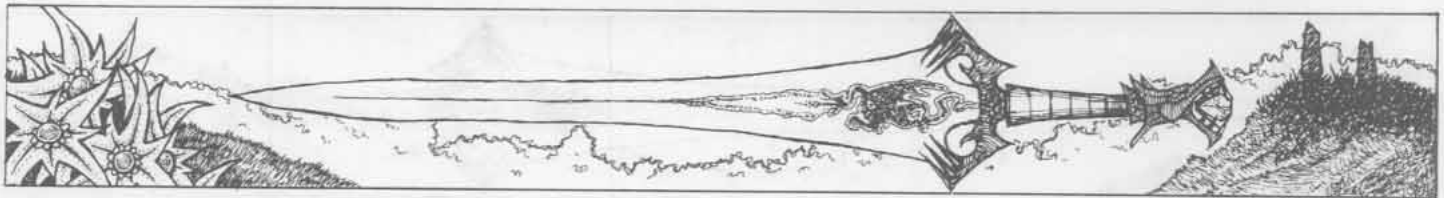
The air is filled with the sweet fragrance of many flowers. Above colourful petals, small delicate creatures fly on gossamer wings. A soft cry goes up from the small creatures and they instantly disappear.

The invisible pixies will fly to encircle the intruder. Their leader, Tarragorn will hover in front of Erystelle and reappear. He will welcome the elf to the glade in a friendly manner and invite Erystelle to stay for dinner. A small but splendid feast will be laid out on the ground consisting of nuts, berries, crushed petals and sweets made from herbs and flowers. Distilled dew mixed with blackberry juice will be served in flowers to complete the meal.

During the meal, Tarragorn will say that he has heard of Erystelle and the quest for the fabled hero Galannor, pixie friend. Tarragorn also has some information that may help Erystelle and he will trade this for a small favour. He will explain how, a few months ago, a troll entered the woods. It killed many of the pixies, whose only weapon was fire — unfortunately this cost some of them their wings and also the will to live. Tarragorn will give directions to the house taken over by the troll (area 9) and urge Erystelle to go there soon. He will warn Erystelle that the troll is both 'mean and tricky' and that great care should be taken when dealing with it.

If Erystelle has already encountered and killed the troll, Tarragorn will require proof — a visit to the empty house to see the troll's ashes will be sufficient.

To remove centre four pages, open staples, pull out centre sheet, and bend staples back.



Erystelle will be invited to stay the night and will be shown to a bed of moss and leaves. There will be no wandering monsters at the pixies' glade. If Erystelle does not deal with the troll the next day, it will attack the glade the following night with its bugbear companions.

If the elf kills and destroys the troll, the pixies will thank Erystelle profusely and be very pleased. Tarragorn will need reminding of his promise, but once reminded he will tell Erystelle of how the pixies of old watched Galannor sail along the Greenflow in a beautiful silver boat. The place where the boat sailed from is not known, but the pixie legends speak of the moon being reflected in a pool of water next to two tall pillars. These tales have been passed down over the centuries and a lot of information has been lost in the retelling. They do know that Galannor was wounded and never returned from the voyage.

Tarragorn knows little more and if asked, will go into great detail about the pixies' attire for the occasion: "shimmering spider silk robes, beautiful pearls and slippers made from fox gloves."

Before Erystelle leaves, Tarragorn will remember the other piece of information he intended to tell Erystelle: the location of a magical mushroom ring (area 10).

9. The Troll's House (Map 9)

When Erystelle arrives the troll is downstairs and two bugbears are upstairs asleep. Any loud noise will wake them and they will descend the stairs 4 rounds later:

Behind a broken white fence, a once well kept cottage shows signs of neglect. In places the thatch has fallen from the roof, exposing the rafters underneath. The brightly painted window frames now hold only broken glass. A polished wooden door hangs half torn from its hinges and large dirty footprints lead both into and out of the house, past a pile of bleached bones.

This two-storey house has been ransacked by the troll and the bones are the remains of the house's previous inhabitants. The footprints are those of the troll and the bugbears. The strong smell of troll is very noticeable up to 10 yards from the house. An ivy-covered trellis against the south side

of the house leads to an open upstairs window (see below). Erystelle will be able to climb this without difficulty.

Ground Floor: contains simple furniture and a fire with cooking utensils. Most of the furniture lies smashed and broken. Unless surprised, the troll will hide behind the front door when it hears anyone approach. A flight of stairs leads up to the room with the sleeping bugbears.

1 troll: AC 4; HD 6+3*; hp 30; MV 120' (40'); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save F6; ML 10 (8); AL C; XP 650; THACO 13; E56.

The troll will regenerate 3 points per round, starting in the third round after it is first damaged. If attacked by fire or acid, the troll's morale drops to 8.

First Floor: there are two sleeping bugbears in here.

2 bugbears: AC 5; HD 3+1; hp 13 each; MV 90' (30'); #AT 1 sword; D 2-9; Save F3; ML 9; AL C; XP 75 each; THACO 16; B27.

This room contains a large bed, a cot, and some adult and children's clothing. Concealed behind a brick in the fireplace is a bag containing 200gp, 200ep, 450sp, three 50gp gems, a **potion of invisibility** (silvery, tastes of lemons) and a **potion of invulnerability** (red, tastes of garlic).

A) Boat House: this building contains two canoes (see Expert rulebook pp42-43).

Three stirges live here and will attack when the door is opened.

3 stirges: AC 7; HD 1*; hp 5 each; MV 30' (10')/Flying 180' (60'); #AT 1 beak; D 1-3 + drain blood; Save F2; ML 9; AL N; XP 13 each; THACO 19 (17 on first round); B38.

10. The Mushroom Ring

In the middle of a ring of brightly coloured mushrooms, grows a large red and blue spotted mushroom. The air around it dances with tiny motes of light which change colour as they move. A quiet, gentle melody drifts from the ring, barely audible over the sound of your own breathing. Words drift through your mind — their meaning strange and unclear, but fascinating.

The motes of light are 120 flutterlings, fairy creatures (see **NEW MONSTERS** - page 27). Their song will affect Erystelle as a **charm monster** spell unless a successful saving throw vs. Spells is made. If the elf fails, the flutterlings will continue singing for a few minutes longer then fly over to ask Erystelle some questions.

If the elf makes the saving throw, the flutterlings will continue to sing while watching Erystelle closely. Hostile actions will cause them to hide in the red and blue mushroom. If Erystelle attacks, the flutterlings will sing their **fear** song (make a saving throw vs. Spells or flee for 2 turns). A friendly approach will cause the flutterlings to fly round and converse.

In this case, the flutterlings will speak in their barely audible voices and ask why Erystelle is here. Talk of the quest will make them nervous, for they greatly fear the humanoids. They will offer Erystelle some of the mushrooms, pointing out their properties. Only one mushroom is required for the desired effect. There are 80 mushrooms in the ring, divided into five types. Erystelle can safely pick half of each type.

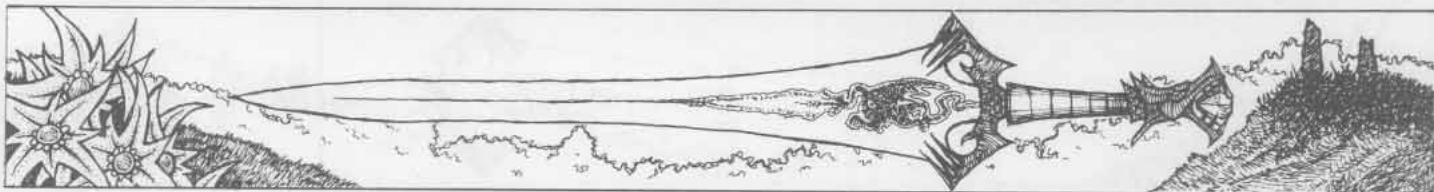
TABLE 2 - MUSHROOMS

Mushroom Colour	Effects (of 1 mushroom)	Total No.
Blue	as a neutralise poison spell	6
Red	as a haste spell for 1 turn	6
Yellow	as a clairvoyance spell for 1 turn	4
Green	as a cure light wounds spell	10
Orange	provides a nourishing meal, (3 will provide sustenance for one character for one day).	54

If Erystelle picks only those mushrooms offered, they will grow back in a month. If Erystelle tries to take more, the flutterlings will attack. Picking more will break the magic of the circle, killing all the mushrooms and the flutterlings in 5 days.

120 flutterlings: AC 6; HD 1/2*; hp 1 each; MV 30' (10')/Flying 60' (20'); #AT 1 per group of 5 (small silver swords); D 1 or 2 according to AC; Save E1; ML 8; AL L; XP 6 each; THACO 19; New monster p27.

They will attack in 24 groups of 5, each group attacking as a 1-1 HD monster.



11. Cave of Visions (Map 11)

This cave contains a magical pool which will reveal a vision to Erystelle of the Shattered Pillars (area 20). The cave is also the lair of an owlbear.

11a. Entrance

A pathway leads up to a dark passage into the rock. An old and rotted door lies halfway up the slope, its hinges twisted and torn as though the door was ripped from the wall. A musty smell and scratching noises drift out of the cave. A large hulking shape emerges and a deep growl issues from its throat as its heavy clawed hands reach towards you.

1 owlbear: AC 5; HD 5; hp 23; MV 120' (40'); #AT 2 claws/1 bite + hug; D 1-8/1-8/1-8 + 2-16; Save F3; ML 9; AL N; XP 175; THACO 15; B35.

The owlbear's lair is littered with the old bones and skulls of its animal and humanoid victims. The door on the north-western wall is very old and rotten. A turn spent searching through the debris will reveal four 500gp gems and a magic user/elf scroll with **charm person**, **magic missile**, **phantasmal force** and **protection from normal missiles** spells, all at 10th level.

11b. Web filled stairs

The stairs descend steeply to a dimly lit chamber. A thick web made by a crab spider fills the entire length of the stairs:

Dense, sticky webs fill the space beyond the door. Barely visible through the strands is a flight of worn steps leading down.

A torch will quickly burn the webs away and cause the spider to scurry for cover in its lair in the roof of the passage. The spider will attack when Erystelle passes under its lair.

1 crab spider: AC 7; HD 2*; hp 9; MV 120' (40'); #AT 1 bite; D 1-8 + poison; Save F1; ML 7; AL N; XP 25; THACO 18; B38.

The poison of this spider does not automatically kill its victim if a saving throw vs. Poison (at +2) is failed. Instead it causes an additional 6 points of damage.

Its lair is a small cave containing a few pieces of jewellery: a necklace (value - 200gp), an armband (value - 150gp) and a ring (value - 300gp).

11c. Pool of Visions

A pale blue light from the pool can be seen from the bottom of the stairs. Inside the chamber waits the guardian of the pool, a bone golem:

A chamber at the foot of the stairs is bathed in a cool blue light from a clear pool in its centre. Across the pool, a hooded black figure sits on a carved chair. It leans slowly forward until its elbows rest on two double handed swords laid across the chair arms. For a few moments it surveys you, seeming to look into your very soul. Then from the dark recesses of its hood, a cracked and broken voice rasps, "What is your name?"

The bone golem will wait for an answer. Once one has been given, whether truthful or not, the golem will continue, "Why have you come to this ancient place?" If both answers given by Erystelle are truthful, the bone golem will again speak, "A gift for the pool. Throw magic into its waters and a vision you shall see." If Erystelle has answered the questions truthfully, then dropping any magical item into the pool or casting a spell into it will cause a vision to appear (see below). Items dropped into the pool cannot be recovered.

If Erystelle has answered either question falsely, the golem will rise from its throne while drawing back its hood. It will grasp its two double-handed swords and move to attack, saying, "Those who speak not the truth are fated to die. Your time has come."

At this point the door at the top of the stairs will close with an ominous clunk. Erystelle will be unable to open it for the duration of the combat

1 bone golem: AC 2; HD 6*; hp 36; MV 120' (40'); #AT 2 two-handed swords; D 1-10/1-10; Save F4; ML 12; AL N; XP 500; THACO 14; E50.

The golem is unintelligent and is only capable of speaking a few phrases. Communication with it will be impossible other than by answering its questions. If the golem is defeated, a vision will appear in the pool (see below).

This area bears a powerful enchantment. Even if destroyed, the bone golem will always be here on subsequent visits. It will go through the same routine each time.

The Vision

The pool will slowly swirl in a hypnotic pattern. To anyone watching, it will seem as though they are being drawn into it. However, this is not the case and it is possible to look away from the pool at any time. If Erystelle continues to look, a vision of the Shattered Pillars at night (see area 20) will appear.

Herbalists

Ragnal and Rhonda Redleaf, the herbalists, live in a wooden shack with their pet wolf Rabydy. The wolf is well trained and will not attack Erystelle's dogs. When Erystelle first arrives here, their home will be attacked by a group of gnolls and a troll. The herbalists will tell Erystelle of the existence of the treant Doak Evergreen (area 14).

12. The Redleaves (Map 12)

A cultivated herb and vegetable garden lies behind a rickety fence. In the middle of the garden is a wooden shack. A wolf is stretched out on its porch and an old woman sits in a rocking chair. She draws thoughtfully on her pipe and eyes you suspiciously. She mutters something to the wolf who goes into the shack.

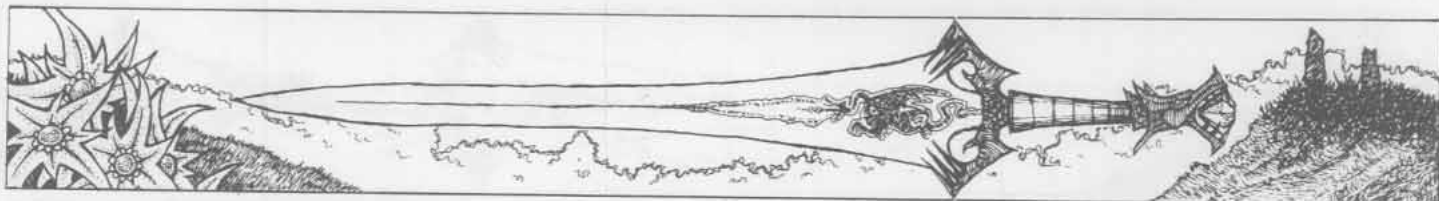
The Redleaves raised the wolf from a cub and are able to communicate with it. The wolf will inform Ragnal, who is in the shack, that a stranger approaches. Ragnal will then cast his **detect evil** spell on Erystelle. If satisfied that Erystelle intends no harm, he will walk out onto the porch to greet his visitor.

1 wolf: AC 7; HD 2+2; hp 11; MV 180' (60'); #AT 1 bite; D 1-6; Save F1; ML 10; AL N; THACO 17; B39.

Ragnal Redleaf: AC 6; C5; hp 16; MV 120' (40'); #AT 1 staff; D 1-6; Save C5; ML 11; AL N; THACO 17.
Spells memorised -

First level: **cure light wounds**, **detect evil**

Second level: **hold person**, **speak with animals**



Rhonda Redleaf: AC 6; C6; hp 21; MV 120' (40'); #AT 1 staff; D 1-6; Save C6; ML 11; AL N; THACO 17.

Spells memorised -

First level: **cure light wounds** x 2

Second level: **hold person**, **speak with animals**

Third level: **growth of animal**

Rhonda Redleaf will watch Erystelle cautiously, and will not offer any form of greeting, although she will respond to any given by Erystelle. She will be guarded in her behaviour while she waits for her husband to appear. When Ragnal has arrived, Rhonda will relax a little and the Redleaves will both question Erystelle.

While they are talking, the wolf will snarl, attracting the Redleaves' attention to where a group of gnolls led by a troll are sneaking up to the fence.

1 troll: AC 4; HD 6+3*; hp 30; MV 120' (40'); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save F6; ML 10 (8); AL C; XP 650; THACO 13; E56.

16 gnolls: AC 5; HD 2; hp 9 each; MV 90' (30'); #AT 1 battle axe; D 2-9; Save F2; ML 8; AL C; XP 20 each; THACO 18; B30.

Each of the gnolls has 20cp, while the troll has 10gp.

The Redleaves know nothing of the dragon and will be very concerned to hear that the forest is being despoiled. If Erystelle mentions the legend of Galannor, they will say that they heard something like it from an old treant named Doak Evergreen. They will give directions to Doak's home (area 14) via the crossroads (area 13).

Rhonda and Ragnal are too old for adventuring and will not accompany Erystelle. If necessary, they will use their **cure light wounds** spells to heal Erystelle's wounds. Just before leaving, Erystelle will be given a pouch by Rhonda, containing 14-days supply of a curing herb. She will explain that thirty minutes after being eaten, the herb cures 1-4 points of damage, but can only be used once per day.

The Treants

The two treants which live in this part of the Emerlas will provide Erystelle with a partial interpretation of the rhyme of Galannor. While travelling along the track not far from the treants' glade, Erystelle will be attacked by a band of gnolls and will be aided by the treant Doak Evergreen.

13. Ambush

The rustle of leaves and the singing of birds raises your spirits as you travel along this narrow path. A sharp crack of a snapping twig warns you that all is not well. Movements to the right and left confirm this, as gnolls burst howling from the undergrowth, brandishing swords.

The 12 gnolls will move to surround Erystelle, cutting off any escape and will then viciously attack.

12 gnolls: AC 5; HD 2; hp 14 each; MV 90' (30'); #AT 1 battle axe; D 2-9; Save F2; ML 8; AL C; XP 20 each; THACO 18; B30.

After 2 rounds (or earlier if Erystelle is in danger of being killed) Doak will arrive and animate two trees to attack the gnolls. In the following round Doak will join the fight. If the gnolls' morale fails Doak will attempt to stop any escaping by animating trees in their path.

Doak Evergreen (treant): AC 2; HD 8*; hp 36; MV 60' (20'); #AT 2 branches; D 2-12/2-12; Save F8; ML 9; AL L; THACO 12; E56.

2 animated trees: AC 2; HD 8; hp 36; MV 30' (10'); #AT 2 branches; D 2-12/2-12; Save F8; ML 9; AL N; THACO 12; E56.

Doak Evergreen is an ancient treant with a long green beard, who has lived in the Emerlas all his life. After the combat, Doak will introduce himself, speaking very slowly and deeply, and will invite Erystelle to his home (area 14).

Doak is adorned in starblooms (see page 8) which appear to be dead flowers. If asked why he is wearing them, he will merely say that all will be revealed with the setting of the sun. He will speak little on the way back to his home.

14. Doak's Glade

This glade will only be discovered if Doak is with Erystelle. It is well hidden, accessible only by secret paths. Having been here once, Erystelle will always be able to find the way back. While travelling along Doak's secret paths, the elf's movement rate is unaffected. Living here with Doak is a young treant — Watt Woodchip. When Erystelle arrives, Watt will be busy cultivating some young shoots:

A well laid out garden lies under the branches of a majestic oak tree. Hundreds of small plants stand in neat rows. A slender treant is bending over some saplings. A gentle, yet deep rumbling comes from the treant as it caresses the young plants. Hearing you approach, it straightens up so that it towers above you. Although not as tall as Doak, it stands over 10 feet high.

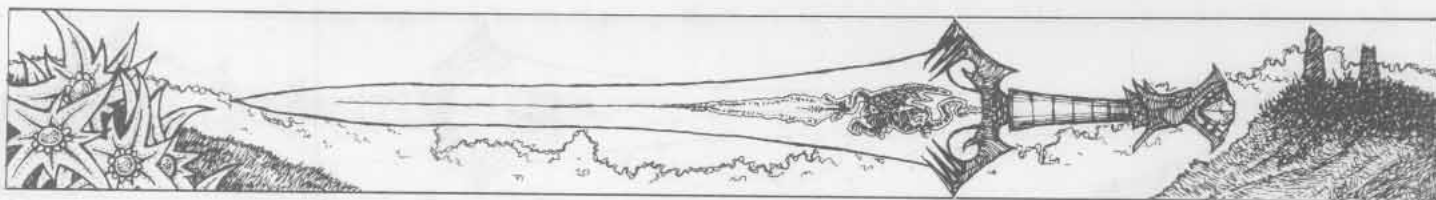
The two treants will explain that they are engaged in growing young trees with which to replant the Emerlas. This is something they have done for centuries. Recently their work has been increased by the wanton destruction of the humanoids and the burning of areas by the dragon.

The usefulness of the treants depends on what information Erystelle has already collected. They have heard of Galannor but do not know where he is or what became of him. The treants know most areas of the Emerlas and will give directions to any encounter area which Erystelle describes to them. For example, they know the location of the Shattered Pillars (area 20) but not their significance (i.e. that they are the site for summoning the silver ship — see **THE SHINING ISLE**). Doak will also be able to interpret the first two lines of the rhyme of Galannor:

"Before me lies the silver moon
And stars encircle my brow."

After some thought Doak will say that the stars must refer to starblooms and the moon must be reflected in a pool or mirror. He does not know where this could be or what the other lines refer to. He will explain that starblooms only flower at night and are very beautiful. If there at night, Erystelle will be able to see the ones worn by Doak in all their glory.

The treants' main concern is with growing things and the well-being of the Emerlas. They will be as helpful as possible within their limits. Doak will suggest that the Circle of Dreams (area 16) be visited, unless Erystelle has already been there. A visit to the herbalists (area 12) will also be suggested. They will not travel with Erystelle for fear of their nursery being discovered in their absence. On Day 31 Doak will begin searching for Erystelle (see **EVENTS** — page 11). He will not leave the Emerlas and if Erystelle is in the Misty Hills, Doak will be unsuccessful in his search.



Circle of Dreams

Karelia the faedorne (see page 28) will send a white stag to lead Erystelle to the Circle of Dreams, where Galannor Night-flame will appear.

15. The Great White Stag

The white stag will be encountered the first time Erystelle enters any of the hexes marked 15:

Upon a rock stands a great stag with a coat as white as the purest cloud. Its high antlers are held proudly as it watches you with intelligent brown eyes. With a majestic shake of its head, it leaps down from the rock and starts to walk away. It stops, turns its head and gazes at you. After a moment the stag walks a few more paces and again stops to look at you.

If attacked, the stag will bolt. Should one of these hexes be entered later, the stag will reappear and again attempt to lead Erystelle. If Erystelle follows the stag, the DM should read the following description:

The stag leads you deeper into the wood. A path appears ahead of the stag, as bushes and undergrowth part before it. Behind, the way is blocked by brambles and undergrowth.

The stag will lead Erystelle by the most direct route to the Circle of Dreams (encounter area 16). Wherever this path crosses the Greenflow, the following encounter will occur:

Ogre Bridge

You follow the stag to where a log bridge crosses the river. Standing on the log is a monstrous figure dressed in plate mail and wielding a vicious spiked club. The creature is over nine feet tall and its armour, bowed out in front to accommodate its huge paunch, adds to its fearsome aspect. With a growl the creature lumbers and clanks towards you, its club raised high to strike. Nimbly the stag leaps the river, it turns and watches you as though judging your actions.

The stag has led the elf here to test Erystelle's ability in combat and magic. It will take the ogre 1 round to close.

1 armoured ogre: AC 2; HD 4+1; hp 32; MV 60' (20'); #AT 1 club; D 3-8; Save F4; ML 10; AL C; XP 125; THACO 15; B35.

The ogre's armour is crude in workmanship and too big for anything other than an ogre. The ogre has no treasure. After the ogre is defeated the white stag will nod its head in satisfaction and continue to lead Erystelle onwards.

16. Circle of Dreams (Map 16)

The stag leads you to an ancient and weathered stone circle. Most of the large stones have toppled and broken, but a few still point proudly to the sky. Ivy clings to both standing and fallen stones and in the centre is a large, granite slab covered in oak leaves.

The stag leaps onto the slab and stamps its front foot. The beast then shimmers and begins to slowly fade away. Soon it is gone; only the stones and the oaken slab remain.

The stag has returned to the Shining Isle. On the slab is a cloak of oak leaves and a crown of holly, laid out on a bed of oak leaves. If the cloak and crown are worn while within the circle, Erystelle will fall into a deep slumber and enter the land of dreams. If the items are taken out of the circle nothing will occur.

If the items are worn by Erystelle:

The stones seem to move. Where there was previously only a few stones standing, there are now only a few fallen ones. As you watch, these slowly rise upwards until the circle is whole. The stones start to rotate, each one moving smoothly round the circle. The spinning grows faster and faster until the stones blur into one. The urge to rest comes upon you and your eyes feel heavy as you sink down onto the oak leaves.

Erystelle will fall into a deep slumber and dream. In the dream it will appear as if Erystelle has just awoken in the circle:

You awake on the bed of leaves still clothed in the woodland garb. It is dark and the stars shine brightly overhead. It is impossible to tell how long you have slept. All is quiet within the circle, nothing stirs, no wind, no chirp of insects or call of birds. At the edge of the circle a misty insubstantial figure appears. It is the figure of an elf and it moves towards you, seemingly drifting across the ground. When 15 feet away it stops and throws back its hood revealing an elvish face framed by long dark hair. Around his brow is a gold circlet, set with a red gem.

The figure bows, "Greetings Erystelle, I am Galannor Nightflame. Time moves like a river and no one can stop its flow. I am beyond my natural span and appear to you in dreamtime. Each age requires a new hero, and you have proven yourself to be the hero of this age. Take this circlet, it will protect you on your quest. Other items await you on the Shining Isle." Galannor quickly fades away and you find yourself lying on the rock slab in the circle.

Erystelle has now awoken from the dream, the circle is as it was when first entered, except that the cloak and crown have disappeared. Galannor's gold circlet is still in Erystelle's possession. It has an apparent value of 500gp and acts as a **resist fire** spell (Expert rulebook - page 5) on the wearer. If this one is worn with Turpin's **circlet of protection +1**, neither will function until the other is removed.

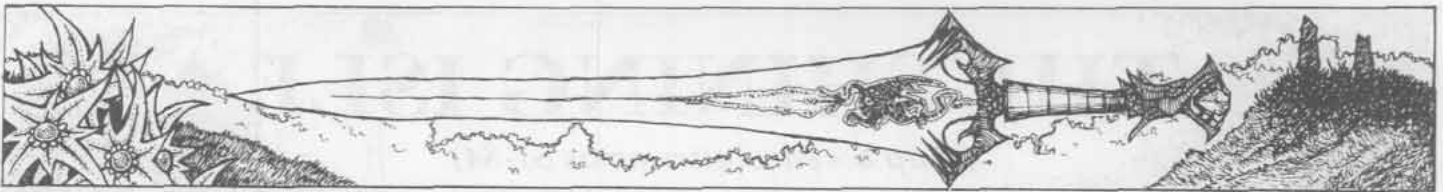
Scenes of Destruction

Encounter areas 17 and 18 are the ruined settlements of Granitgape and Scrubton, mentioned by Druinder in his letter.

17. Granitgape

The clan of dwarves of Granitgape stronghold has been exterminated by Khordarg and her minions. The stronghold is in ruins, the great halls have been torn down and the corridors are blocked with rubble.

The main entrance is scorched and the great stone doors lie shattered on the ground. The tunnel behind goes for only 20 feet before being blocked. Although it



would be possible to clear this rubble, Erystelle should be discouraged from doing so. The DM should hint strongly that this is not the dragon's lair. No amount of searching will reveal another entrance to the stronghold.

18. Scrubton

The human hamlet of Scrubton is destroyed; burnt to the ground by Khor-darg. All that remains are the charred timbers of the wooden buildings and the bones of the inhabitants.

Shattered Pillars

From the Shattered Pillars Galannor Night-flame was taken to the Shining Isle by Karelia the faedorne. Here the ceremony to summon the silver ship must be performed. Once summoned, the ship will carry Erystelle to the Shining Isle.

Until they were struck by lightning and shattered, many years ago, the pillars were taller and complete. Even so, they are still 60 feet tall.

19. View of Shattered Pillars

During the daytime, the tops of the Shattered Pillars can be seen rising above the surrounding trees:

From this hillside you can see the river Greenflow, winding its way through the Emerlas. In the distance, by a bend in the river, two green fingers poke upwards from the woods into the clear blue sky.

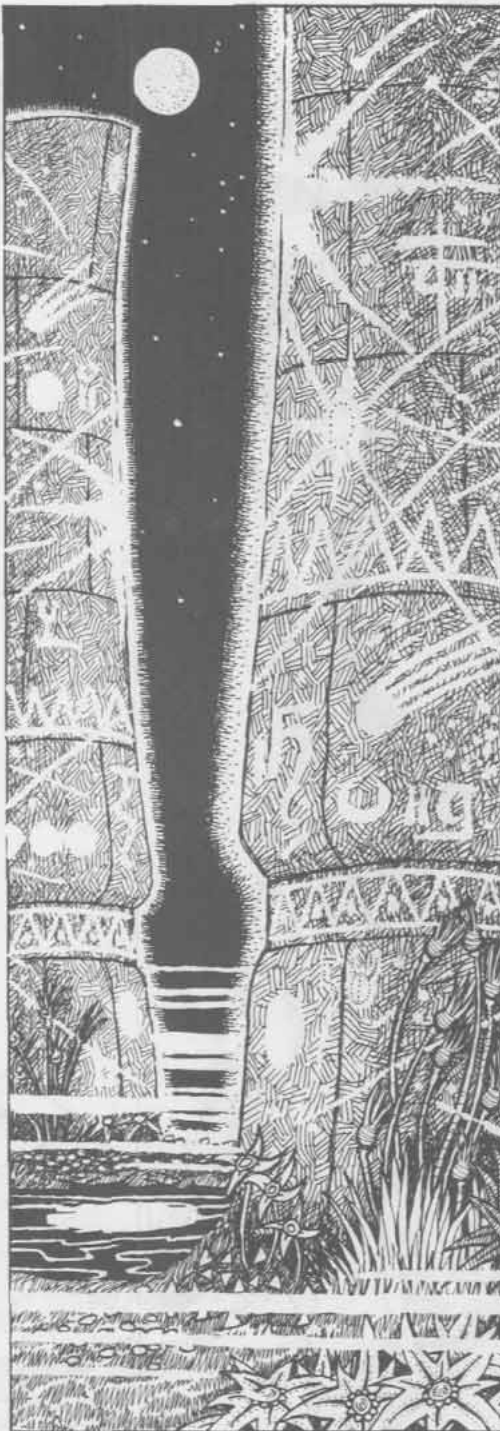
If these areas are visited at night, the pillars will be visible as a dim glow (see area 20) shining through the trees in the distance.

20. Shattered Pillars (Map 20)

During the day the pillars appear to be nothing more than carved, ivy-covered rock. At night the runes inscribed on their surface pulsate and glow under the light of the moon.

Day Time

If Erystelle approaches the pillars during the day, the DM should read the following description:



The singing of the birds and the gentle lapping of the river carries to you. Ahead, the tops of two ivy-covered columns thrust skywards. The way to these pillars is blocked by many sharp and vicious brambles that rustle in the breeze.

The brambles are 30 feet thick and will animate to prevent Erystelle reaching the pillars, unless wearing the circlet of Galannor (see area 16). If the circlet is worn, the brambles will part to let Erystelle pass. A 2-foot-square area can be cleared in 1 round with a sword or axe, and a **fireball** or **lightning bolt** spell will clear all brambles in its area of effect. Any brambles destroyed will grow back in 2 hours.

Animated brambles: AC 6; HD 2; hp N/A; MV 12' (4'); #AT 1 bramble; D 1-6; Save F1; ML 12; AL N; XP N/A; THACO 18; New monster.

If the pillars are examined, Erystelle will see they are covered with carvings of moons, stars and comets. Fragments of rock lie around the base of the pillars; some still bear traces of worn engravings. Between the pillars and the river bank lies a 20-foot-diameter rock pool. It is 4 feet deep and contains weeds and a few water insects.

Night Time

At night the whole scene is different. Under the light of the moon the pillars pulsate and glow, and the area is free of brambles:

All around is a thick, dense, shimmering mist. It slowly fades to reveal two tall pillars glowing in the rays of the moon. Stars and comets seem to swim across their surface, leaving trails of light behind. Around the base of the pillars, amazing flowers sway in the strangely warm air, giving the impression that the ground is a reflection of the star-spangled heavens.

At night, this mystic spot appears in its full glory. The pillars stand 90 feet tall and their carvings are alive with magic. The moon always shines overhead, regardless of its normal cycle, and is reflected in the now crystal clear pool. The flowers are star-blooms (see page 8). Erystelle must stand between the pillars and look down on the pool while wearing a wreath of starblooms. The silver ship can then be summoned by speaking the rhyme of Galannor:

*"Before me lies the silver moon
And stars encircle my brow.
Let the hidden way be open soon,
Galannor Nightflame, hear me now!"*

When Erystelle has done this, the DM should turn to **THE SHINING ISLE**.

THE SHINING ISLE

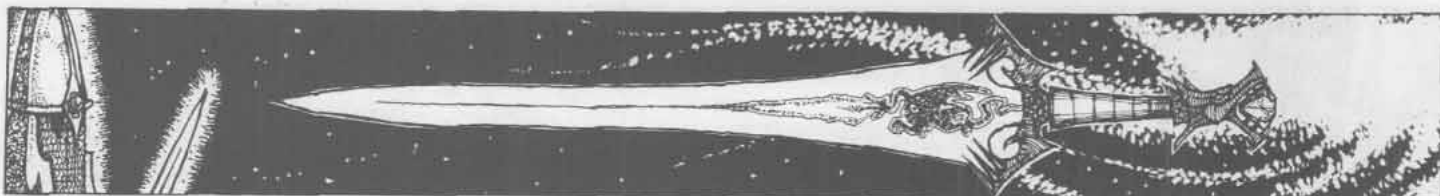
(Map S - encounter areas S1-S4)



The Shining Isle is home to Karelia, the factotum of the Emerlas (see **NEW MONSTERS** p28). It is here that Galannor Nightflame was taken after his battle with Gorkalk. The Isle floats in the sky over the Emerlas and is only visible at night when it

appears as a star. The Isle is enchanted and neither **dispel magic**, **fly** nor **levitate** spells will function there unless cast by a creature native to the Isle. Speaking the Rhyme with Galannor at the Shattered Pillars (area 20), while wearing a wreath of Starblooms,

summons the silver ship that will take Erystelle to the Shining Isle. On the Shining Isle, two tests await Erystelle. Once passed, Erystelle will be given Galannor's sentient sword and other magical items by Karelia.



The Silver Ship

After Erystelle has performed the ceremony at the Shattered Pillars, the DM should read the following description:

As you finish speaking, the pillars glow white and stars shoot up into the sky. The pillars fade, losing their radiance and all goes still. From the direction of the river comes a gentle lapping sound and a clear blue light bobs towards you. Soon a high-prowed silver boat appears, its bow cutting through the mist like a knife, while a blue stone set high in the prow bathes the pillars in its glow. Its deep blue sail comes into view bearing a shining silver moon against a background of twinkling stars. The ship turns and draws up to the river bank. The mist clings to its sides and mast making it difficult to see if anyone is aboard.

The silver ship is 30 feet long and has a single-masted sail. If Erystelle does not board, it will remain until dawn and then slide back into the mist. If the elf walks towards the ship, Erystelle will suddenly be **teleported** aboard it. Only Erystelle will be transported, and any companions will have to wait by the pillars for the elf to return.

Stars on the Water

The ship contains no items of interest. A magical barrier surrounds the ship and prevents Erystelle from leaving it during the voyage.

You find yourself standing in the prow of the magnificent ship gliding smoothly through the mist. The haze slowly clears to reveal the heavens above and the reflection of stars on the water. Strangely, the ship's prow does not part the water and the deck is unnaturally steady underfoot.

A bright object appears in the water ahead of you and grows into a bright multi-hued comet trailing millions of stars in its wake. In wonder, you watch it fly by with the realisation that you are sailing no normal river. The stars beneath your ship are indeed stars!

The Silver Shore

In front, a pale shimmering disc gradually grows larger; around it swirl clusters of stars in long lazy arcs. The disc continues to grow and the ship's prow cuts into it. Mist swirls around you and only the blue stone is visible. Slowly the mists fall behind, revealing a beach of golden sand ahead, washed by crystal blue waves. Across the beach, the rich smell of flowers and trees floats to you from a lush green wood.

Erystelle has arrived on the Shining Isle where it is daytime. The silver ship will beach itself and wait until Erystelle fulfills the quest here. Once beached, the magical barrier around the ship is lowered, and Erystelle will be able to leave the ship.

S1. The Silver Path

When Erystelle arrives, a magical silver path will appear, leading from the ship to the silver warrior (area S2):

The sun dances on a reflection in the woods. A wave of silver breaks through the trees. Once clear of the wood, the wave falls and flows towards you leaving a silver pathway in its wake.

The path is solid and leads to the silver warrior (see below). A magical wall of force, similar to the one surrounding the silver ship, prevents Erystelle from leaving the path.

S2. The Silver Warrior

Following the silver path you are soon walking through the woods. Without warning the path ahead twists and bulges, and a creature clad in silver armour springs up out of it. In a clear voice it says: "Erystelle! You have come seeking the treasure of Galannor. To prove yourself worthy you must first defeat me."

The creature rapidly fades from view leaving only the sound of its approaching footsteps.

The silver warrior has become invisible and is closing to attack. Erystelle has 1 round in which to act before it attacks. A **detect invisibility** spell will show where the silver warrior is. In the following round the silver warrior will automatically gain initiative and attack, unless detected. The silver warrior is able to attack and remain invisible; all to hit rolls are at a -4 penalty unless Erystelle has detected it by magical means. In subsequent rounds initiative should be rolled normally. If the warrior is defeated, both it and its gear will melt into the silver path.

Silver Warrior: AC 2 (-2); HD 7*; hp 42; MV 120' (40'); #AT 1 sword +1; D 2-9; Save F7; ML 12; AL N; XP 850; THACO 12; New monster p28.

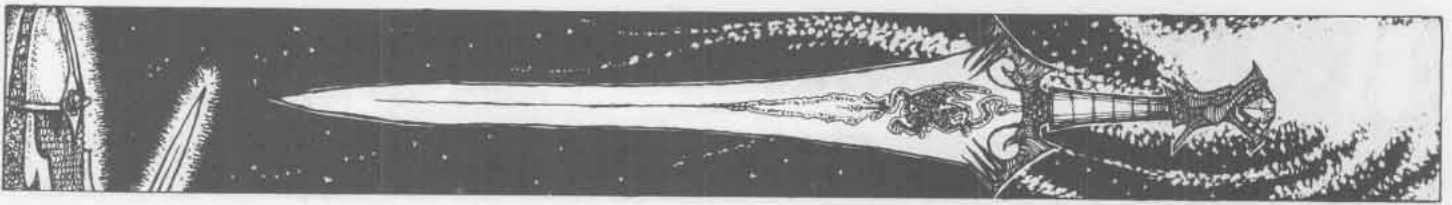
If defeated by the warrior, Erystelle will not be killed, but given a second chance. Erystelle will be returned to the Shattered Pillars (area 20) with only one hit point remaining.

S3. Bridge of Change

The shining path you have been following comes to an abrupt end between two silver pillars, whose surfaces are alive with intricate tracings of iridescent golden threads. A bottomless gulf yawns at your feet just a step beyond the towering columns. The chasm stretches away to either side, for as far as you can see, and as you peer downwards you see only the sheer rock walls — for the gulf is seemingly bottomless. On the far side you can make out another pair of pillars glinting in the rays of the sun.

The pillars are 50 feet tall and are the supports of an invisible suspension bridge spanning the 60-foot-wide chasm. The chasm is bottomless and should Erystelle fall into it, the elf will die. The walls of the chasm are smooth and sheer and cannot be climbed.

To cross the gulf Erystelle must first discover the invisible bridge (by use of **detect invisibility**, **detect magic** spells or by feeling for it). However, the bridge will always point Erystelle towards the start when the middle is reached. This will happen so quickly and smoothly that Erystelle will not notice it. The only way to cross the bridge is to walk to the middle



then walk backwards to the other side. If the player is having difficulty working this out, the DM should make an intelligence check for Erystelle (see page 3) and, if this is successful, provide the player with a few hints.

S4. The Silver Glade

The magical items of Galannor are watched over here by Karelia the faedorne:

The silver pathway leads into a grove dominated by a tall silver tree. The sunlight dances on its leaves reflecting a dazzling array of colours. In front of the tree stands a woman no less impressive than the tree itself. She wears a golden dress, and a silver headband set with a blue stone adorns her golden hair. In a soft yet strong voice she speaks, "Welcome Erystelle, as the successor to Galannor Nightflame you have won the right to claim what is yours." She turns and waves her hand towards the tree. Buds appear and bright green fruits rapidly grow from them. In a twinkling they ripen and hang heavy upon the silver boughs. "These were once Galannor's, now they are yours."

There are five fruits which resemble large red apples 6 inches in diameter. Once plucked they will grow and split apart to reveal their contents:

- #1. A suit of **chain mail** +3
- #2. A **shield** +2
- #3. An **elven cloak**
- #4. A pair of **elven boots**
- #5. '**Scorbane**' — sword +2/+4 vs. dragons, triple damage vs. red dragons (see below for more information).

Karelia the faedorne: AC 6; HD 9**; hp 49; MV 120' (40'); #AT 2 daggers; D 1-4/1-4; Save E10; ML 12; AL N; THACO 11; New monster p28.

Spells memorised -

- First level: **charm person, protection from evil, read languages, shield**
- Second level: **detect evil, detect invisible, ESP, invisibility**
- Third level: **fly, haste, lightning bolt, protection from normal missiles**
- Fourth level: **growth of plants, hallucinatory terrain, polymorph self**
- Fifth level: **conjure elemental, teleport**
- Sixth level: **anti-magic shell**

Karelia will advise Erystelle to wear the magical items. Scorbane will inform Erystelle of its powers and, if asked, will identify the other magic items. Karelia will then direct Erystelle's attention to the tree, where she will cast an **illusion** showing the attack on Dorneryll and a view of the dragon's lair:

The silver tree changes until it resembles Dorneryll as you remember it. The sun is shining and members of your family are going about their everyday business. A cry from your brother Astarise directs attention to the stables, where a group of ogres and hobgoblins are charging towards your grandparents. Swiftly your kin arm themselves and move to battle the monsters. Before they reach the stables, a large red dragon sweeps past Dorneryll, its black shadow blotting out the light. The dragon breathes and Dorneryll bursts into flame. Black smoke swirls into the sky as your kin desperately flee the burning tree.

The scene shifts. By the ruin of smoking Dorneryll, hobgoblins strip your family of their magic and wealth. The view again changes and you are overlooking the Emerlas. Ahead, the red dragon flies towards the mountains. After a short period it swoops upwards over the Misty Hills towards a cliff shaped like a huge carved skull. It settles into an eye socket, and disappears into the cliff. The eyes are black and impenetrable — but you feel the emanation of evil and a sleepless watchfulness.

The vision dims and the silver tree again dominates the glade.

Karelia will say that, as Galannor's successor, it is Erystelle's task to slay Khordarg and all of her line. Armed with Scorbane and equipped with Galannor's magical items, Erystelle should be able to penetrate Khordarg's lair and slay her. The route will be very clear in Erystelle's mind and the Hidden Trail to Khordarg's lair (see **Map E**) can now be followed easily. Karelia will cryptically say that a silver steed will later come to Erystelle. She is referring to the griffon at area K8.

Karelia will then walk with Erystelle back to the ship, stressing that time is of the utmost importance.

The Return

If Erystelle has not visited the Circle of Dreams (area 16), the silver ship will go there and then fade away. Otherwise it will return to the Shattered Pillars.

SCORBANE

'Scorbane' — sword +2/+4 vs. dragons, triple damage vs. red dragons. Int 11; Ego 11; Will Power 23. (Erystelle's Will Power is 27). Alignment Neutral.

Scorbane's blade is inscribed with an enamelled red dragon and the hilt is in the form of a dragon's head. At Scorbane's pommel, a magical green gem is clenched in the dragon's teeth. This gem has the property of being able to **cure light wounds** (as the spell) on the sword's owner only, three times per day.

In addition, Scorbane has the following powers:

Detect magic — 20' range, 3 times per day.

Find traps — 10' range, 3 times per day.

Find secret doors — 10' range, 3 times per day.

Read magic — as the first level magic-user spell, at will.

Immune to the **charm** spells of red dragons. This power is passed onto the bearer of the sword.

Languages: Common, dragon, elvish, neutral.

Scorbane is proud of its abilities and expects respect even from its owner. It will always seek to kill chaotic and lawful dragons, subduing only if forced.

When Erystelle gains Scorbane, it is without a scabbard and will insist that one is found or made for it as soon as possible. It will always crave the finest gems for the adornment of its scabbard and demand that Erystelle discard any magical swords already possessed.

If its demands are denied, Scorbane will sulk and be surly in its attitudes. Given the opportunity, Scorbane will point out to others how niggardly Erystelle is in treating it as though it were nothing more than a normal sword.

However, if Scorbane is well treated, (i.e. Erystelle gives in to its demands and flatters its ego), Scorbane's vanity will be appeased and it will be a willing tool, eager to aid in Erystelle's quest.

THE MISTY HILLS

(Map E - encounter areas 21-22)

While in the Misty Hills, Erystelle's movement rate is reduced to half normal. After seeing the vision on the **SHINING ISLE** Erystelle will be able to journey through the mists to **THE LAIR OF KHORDARG** (see page 24)

Wandering Monsters

While Erystelle is in the Misty Hills, the DM should roll twice each day and once each night for wandering monsters. A roll of 1, 2 or 3 on 1d6 indicates that an encounter has occurred. The DM should then roll 1d6 and consult **Table 3**. Encounters occur at a distance of 2d4x10 yards.

Set Encounters

Misty Hill encounters start whenever Erystelle crosses the line of mist (see area 21 - **Map E**).

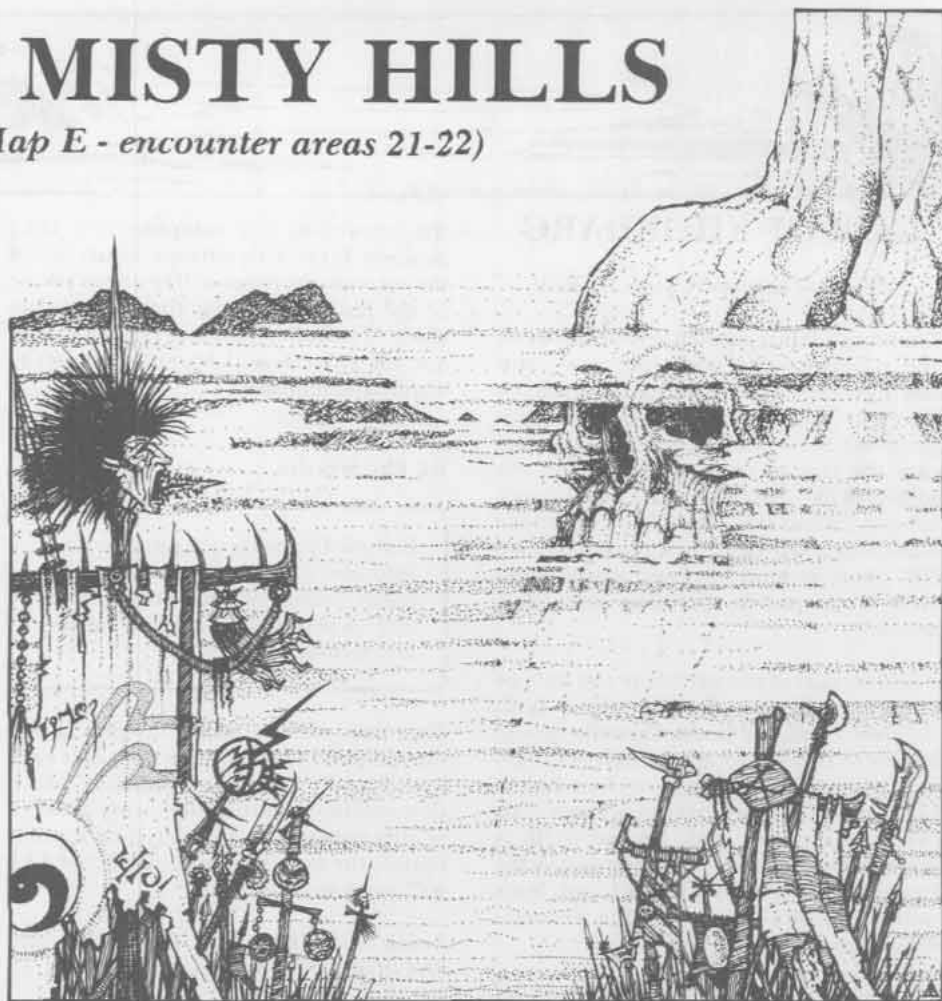
21. The Misty Hills

Mist rolls slowly down the hillside; its tendrils coil around the trees cloaking them in white. Underfoot the ground slopes upwards and soon the trees thin out. Without them the landscape is transformed into a white wonderland where rocks and bushes loom out of the mist at you.

If the faedorne on the Shining Isle has not yet been visited, Erystelle will automatically become lost upon entering the hills. After wandering aimlessly for 1d6 hours Erystelle will return to the Emerlas, near where the hills were first entered. Once the faedorne has been visited, Erystelle will be able to travel through the mist to Khordarg's lair, by following the Hidden Trail (see **Map E**).

22. Wyvern

A clattering of rocks draws your attention to a mist-shrouded outcrop where a vague lizard-like creature is peering down at you. With a lumbering motion the monster sweeps out from the rock, and flies towards you with outstretched wings. Its tail swishes revealing a deadly sting. Closing fast is a wyvern!



The wyvern will reach Erystelle in 2 rounds. It will not attack with its tail in the first round of combat.

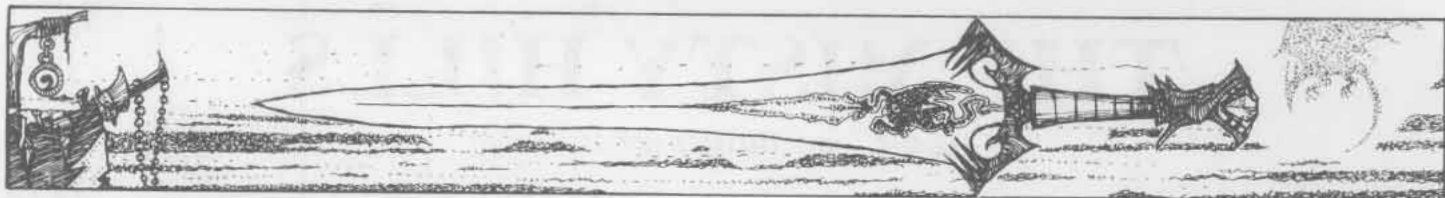
1 wyvern: AC 3; HD 7*; hp 34; MV 90' (30')/ Flying 240' (80'); #AT 1 bite/1 sting; D 2-16/1-6 + poison; Save F4; ML 9; AL C; XP 850; THACO 13; E57.

If, after being struck by the wyvern's tail, a saving throw vs. Poison is failed, Erystelle will die in 3 rounds unless the poison is neutralised.

On top of the outcrop is a human skeleton in rusted chain mail. Next to it are 18 arrows +1, a dagger +1 and a short bow.

TABLE 3 — WANDERING MONSTERS

die roll	Monster
1	Grizzly bear (1-2): AC 8; HD 5; hp 23 each; MV 120' (40'); #AT 2 claws/1 bite; D 1-8/1-8/1-10; Save F4; ML 10; AL N; XP 175 each; THACO 15; B26.
2	Mountain lion (1-2): AC 6; HD 3+2; hp 16 each; MV 150' (50'); #AT 2 claws/1 bite; D 1-3/1-3/1-6; Save F2; ML 8; AL N; XP 50 each; THACO 16; B27.
3	Wolf (3-6): AC 7; HD 2+2; hp 11 each; MV 180' (60'); #AT 1 bite; D 1-6; Save F1; ML 8 or 6; AL N; XP 25 each; THACO 17; B39.
4	Troll (1): AC 4; HD 6+3*; hp 30; MV 120' (40'); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save F6; ML 10 (8); AL C; XP 650; THACO 13; E56.
5	Gnolls (5-8): AC 5; HD 2; hp 9 each; MV 90' (30'); #AT 1 sword; D 2-9; Save F2; ML 8; AL C; XP 20 each; THACO 18; B30.
6	Ogres (2-5): AC 5; HD 4+1; hp 19 each; MV 90' (30'); #AT 1 club; D 3-8; Save F4; ML 10; AL C; XP 125 each; THACO 15; B35.



LAIR OF KHORDARG

(Map K — encounter areas K1-K13)

Khordarg's lair is a system of natural caves and passages. The skull face was painstakingly carved out of the rock by dwarven slaves at the order of Khordarg's great grandfather Gorkalk. There are two ways into the lair — through the skull's eye sockets (K13 — the route used by Khordarg), or via a natural rock fault (K10) behind the mantichore's lair (K9). The eye sockets are 200' above ground level and a humanoid army is camped in the valley below (see area K5).

This last part of the adventure can only be safely carried out by Erystelle alone. With the **elven cloak and boots**, Erystelle should be able to sneak through the caves (K2-K6) and up onto the ledge (K7) overlooking the valley (K5). Entrance to the mantichore's lair (K9) and the rock fault beyond (K10) is possible with the aid of a griffon sent by the faedorne (see area K8). This rock fault leads into the lair (K11) and will allow Erystelle to surprise Khordarg.

Within Khordarg's lair (areas K11-13), and the caverns leading to the valley (areas K2-6), passages are 15 feet high and caverns range from 20-30 feet high.

K1. Concealed Entrance

You enter a rocky and wooded valley which rises steadily towards the mountains until, after three miles, the mist thins and disappears. Further on, sheer rock walls block your passage. As you wonder what to do, a band of gnolls appears from a clump of trees and bushes a hundred or so yards ahead. Unaware of your presence, they make their way down the valley.

Erystelle has surprised the 16 gnolls. The boulders, trees and bushes here provide excellent cover and Erystelle will be able to hide until the gnolls pass. The gnolls each have 10gp.

16 gnolls: AC 5; HD 2; hp 10 each; MV 90' (30'); #AT 1 sword; D 2-9; Save F2; ML 8; AL C; XP 20 each; THACO 18; B30.

If the place where the gnolls emerged is inspected, Erystelle will discover the concealed entrance to the caves. Entry into

the caves with any comrades is a risky business. If Erystelle attempts to take any of the animals, Scorbane will be very scathing of the idea and suggest that the elf goes alone. The valley provides excellent cover and the animals will be not be subject to wandering monsters.

K2. Orc Sentries

Behind the bushes, a passage leads into the rock. From it comes the harsh babble of foul orcish voices and occasionally, echoing grunts and shouts.

Two orc sentries stand talking at the intersection of the passage. The orcs each have 8gp. By them is a large drum which they will beat 2 rounds after being attacked or after noticing an intruder. If the drum is beaten, the monsters from areas K3 and K4 will come to investigate.

2 orcs: AC 6; HD 1; hp 4, 2; MV 120' (40'); #AT 1 spear; D 1-6; Save F1; ML 6; AL C; XP 10 each; THACO 19; B35.

K3. Orc Barracks

The DM will have to amend the following boxed description if the alarm has been raised by the orcs in K2:

A large group of orcs is struggling to get a good view of the centre of the room where four ogres are cheering excitedly. An angry roar rises as an ogre flings one of the orcs across the chamber. As the others fall back in fear, you see two rats, tied together by their tails, fighting on a dirty and delapidated table.

One of the rats will kill the other in 2 rounds. There are 30 orcs and 4 ogres in here gambling on the outcome of the fight.

30 orcs: AC 6; HD 1; hp 5 each; MV 120' (40'); #AT 1 sword; D 1-8; Save F1; ML 8; AL C; XP 10 each; THACO 19; B35.

4 ogres: AC 5; HD 4+1; hp 19 each; MV 90' (30'); #AT 1 club; D 3-8; Save F4; ML 10; AL C; XP 125 each; THACO 15; B35.

On the table are their combined stakes of 1200cp, 750gp and 2x50gp gems. The rest of the room contains dirty sleeping furs.

K4. Dice Game

The DM will have to amend the following boxed description if the alarm has been raised by the orcs in K2:

Squatting on the floor by a pile of loot are five ugly brutes. A large hill giant is drinking from a barrel, watched enviously by three ogres. Meanwhile, unseen by the others, a sly troll is nimbly helping itself to the treasure.

The group are gambling, with their stakes and dice on the floor. The troll has just stolen five 100gp gems. One of the ogres will accuse the giant of stealing his gems and a fight will break out between the ogres and the giant. Once the fight starts, the troll will grab the remaining 13 gems (value - 3x500gp and 10x50gp) and head for the army camp (area K5) where it will hide in the throng.

1 hill giant: AC 4; HD 8; hp 48; MV 120' (40'); #AT 1 club; D 2-16; Save F8; ML 8; AL C; XP 650; THACO 12; E50.

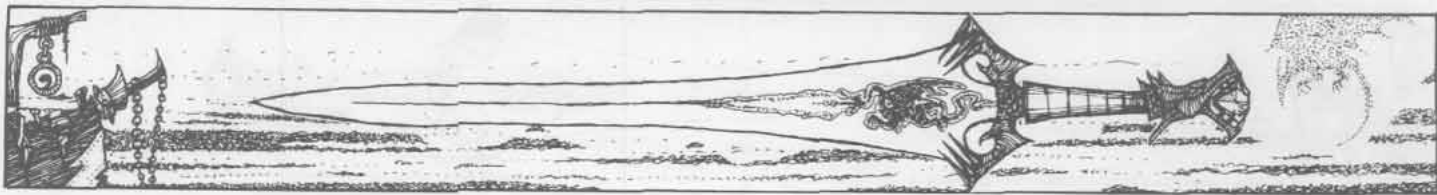
1 troll: AC 4; HD 6+3*; hp 42; MV 120' (40'); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save F6; ML 10(8); AL C; XP 650; THACO 13; E56.

3 ogres: AC 5; HD 4+1; hp 23, 18, 16; MV 90' (30'); #AT 1 club; D 3-8; Save F4; ML 10; AL C; XP 125 each; THACO 15; B35.

The DM may suggest that the player roll the giant's hit and damage rolls in this combat. After the fight, the survivors will chase after the troll leaving 1032gp on the floor. The barrel contains cheap wine.

K5. Army of the Dragon

The muffled sound of many voices echoes from the walls ahead. Around the corner, the passage ends at a valley full of humanoids. Groups of gnolls, ogres, bugbears and hill giants sit around their tribal standards, sharpening weapons and preparing for war. It is impossible to tell how far the army stretches across the valley, for your view is blocked by their sheer numbers. Towering above the horde is a huge skull carved out the far rock wall. Its empty eye sockets seem to glare at you, aware of your presence.



There are approximately 3000 humanoid camped in this valley — tribes of hobgoblins, orcs, gnolls, bugbears, ogres, trolls and giants. More are constantly arriving to swell the horde and on Day 42 they will leave to attack Alfheim.

Erystelle will recognise the skull as the same one seen while on the Shining Isle (see area S4). The eye sockets are not actually watching Erystelle, but give a strong impression of doing so. The DM should discourage Erystelle from attempting to cross the valley by pointing out how closely the humanoids are camped together and the height of the skull above the ground. Even if Erystelle made it across the valley, the cliff below the skull is impossible to scale. Should Erystelle attempt to sneak by, the DM should check every round to see if the elf is seen. If Erystelle is seen, the humanoids will raise the alarm and attack. Five rounds after the attack starts Khordarg (see area K11) will arrive.

K6. Bluffing Magic User

Across the room, a wild-eyed woman faces you. A layer of filth and grime covers her once white robes. In her hand she holds a wand, "Stay back or I'll let you have it," she screams.

Mynra Myrtle was captured at Scrubton (area 18) and charmed by Khordarg. She holds a wand of enemy detection (3 charges). Mynra has detected Erystelle's presence and cast her protection from evil spell. The wand's command word 'Dimaz' is inscribed in her spell book. Mynra will wave the wand threateningly to try to get Erystelle to leave. If this fails, Mynra will throw the wand at Erystelle and cast her mirror image spell. She will then attempt to flee up the stairs to the ledge above.

Mynra Myrtle: AC 9; MU3; hp 10; MV 120'(40'); #AT 1 dagger +1; D 2-5; Save MU3; ML 8; AL C; XP 50; THACO 19.

Remaining spells memorised -

First level: sleep

Second level: mirror image

The room contains a bed and a table with her spell book upon it. Mynra's spell book contains:

First level: detect magic, read languages, read magic, sleep

Second level: levitate, locate object, mirror image

A golden tapestry (value - 1500gp), showing Gorkalk burning a village, covers the north wall and conceals a staircase leading up to the cliff face. Around Mynra's neck is a gold medallion (value - 250gp).

K7. View of the Enemy

You are on a ledge overlooking a large valley. Its far side is dominated by the skull visage you saw while on the enchanted isle. The ground in front of the skull is teeming with humanoids. Hundreds of banners and standards rise above the throng, giving some semblance of order to the combined forces of chaos.

As you watch, a band of gnolls enters the valley from one of the many gulleys that lead into it. Time is fast running out. To your right, the ledge continues around the mountain.

The ledge is 200' above the valley floor. There are approximately 3000 humanoids camped in this valley (see area K5).

K8. Hill Giant

A loud belch attracts your attention to a boulder, from which comes the strong smell of decaying meat and stale sweat. A moment later a giant peers over the rock, rubs his bloodshot eyes and stares at you with a stupid expression.

This hill giant is supposed to be on guard, but has been sleeping instead. The giant will automatically notice Erystelle and will rush to attack, taking 1 round to close to melee. He has no treasure. The height of the cliff and the noise from the valley below (area K5) stops this combat from being seen or heard by Khordarg's army.

1 hill giant: AC 4; HD 8; hp 42; MV 120'(40'); #AT 1 club; D 2-16; Save F8; ML 8; AL C; XP 650; THACO 12; E50.

After 2 rounds, a silvery-white griffon will arrive and attack the giant. The griffon has been sent by Karelia the faedorne. Around its neck is a gold band set with a blue gem (total value - 500gp). Erystelle will recognise this as being similar to the headband worn by Karelia.

1 griffon: AC 5; HD 7; hp 50; MV 120'(40')/Flying 360'(120'); #AT 2 claws/1 bite; D 1-4/1-4/2-16; Save F4; ML 11; AL N; THACO 13; E51.

After the combat, the griffon will squat down on the ground next to Erystelle so that it can easily be mounted. If Erystelle does not do so, Scorbane will sarcastically point out that this is the aid promised by the faedorne and to spurn it would be very foolish. Scorbane will insist that Erystelle climbs onto the griffon's back. If Erystelle does so, the griffon will spread its wings and fly towards to the manticores cave (K9). Erystelle will not be able to direct the griffon during its flight.

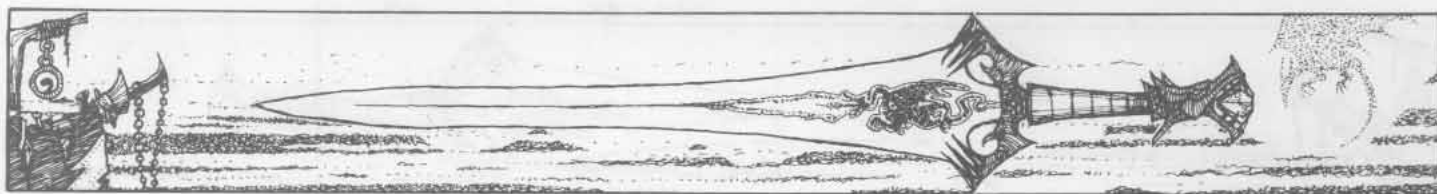
K9. Manticore Attack

The griffon carries you swiftly upwards until you are flying high above the dragon's army. Ahead are the eye sockets leading to the dragon's lair. Your mount veers off and flies around the mountain, away from the hordes below. After a short while, the griffon turns again and heads for a cave in the rock face. Soon a ledge comes into view. A maned human head pokes out of a cave followed by a lion's body. Its bat-like wings flap noisily as it takes to the air.

At this point, the bulk of the mountain prevents Erystelle from being seen by the monsters below. The manticore is 250 yards away, and will fire its tail spikes (ranges 50/100/180) as soon as Erystelle is in range. Half will be aimed at Erystelle, the other half at the griffon.

1 manticore: AC 4; HD 6+1*; hp 30; MV 120'(40')/Flying 180'(60'); #AT 2 claws/1 bite or 6 spikes; D 1-4/1-4/2-8 or 1-6 each; Save F6; ML 9; AL C; XP 650; THACO 13; E52.

The griffon will attack until the manticore is driven off or slain. After the combat, or if wounded below 12 hit points, the griffon will carry Erystelle to the manticore's cave. The cave contains only the manticore's bedding. At the back of the cave is a crack which is just wide enough to allow Erystelle to crawl through. The griffon will wait in the cave for Erystelle to return. If Erystelle has been weakened by the preceding combats, Scorbane will suggest that this is a good place to rest in order to recover used spells and lost hit points.



K10. Rock Fault

This crack is a natural rock fault which soon widens to allow Erystelle to stand up. At the point shown, an 8-foot section of the floor is unsafe and will collapse if stood upon. Erystelle will take 2d6 points of falling damage (halved by a successful saving throw vs. Wands). If Erystelle is using Scorbane to search for traps, this section of floor will automatically be discovered. It can easily be avoided by jumping across it. The pit created by the collapse is 11 feet deep and Erystelle will experience no difficulties in scaling its rough walls. When Erystelle reaches the point marked ★, the DM should read the following boxed description:

Loud hissing and rhythmic scraping come from up ahead. A bright red, scaly tail swings lazily past the end of the passage.

Khordarg is asleep and her tail is swishing back and forth at the end of the rock fault. If the opportunity is taken to prepare for the forthcoming combat, Erystelle will not be disturbed. Khordarg will continue to sleep until the elf leaves the rock fault.

K11. Khordarg

When Erystelle enters this chamber from the rock fault (area K10) 1 round of surprise will be gained over Khordarg:

Coiled around a huge mound of treasure is the powerful form of your enemy, the red dragon. The hiss of her breath echoes loudly in this confined space. Across the room, your cousin Tormalline hangs from chains set into the wall. Slowly the dragon moves, an eyelid opens and a baleful eye glares at you.

Khordarg (red dragon): AC -1; HD 11**;
hp 66; MV 90' (30')/ Flying 240' (80');
#AT 2 claws/1 bite; D 1-8/1-8/4-32 +
breath; Save F10; ML 10; AL C; XP 2300;
THACO 10; B28.

Spells memorised -

First level: **charm person, read magic, sleep**
Second level: **detect invisible, ESP, locate**
object

Third level: **clairvoyance, fireball, invisibility 10' radius**

Khordarg will use her breath weapon first. In subsequent rounds, the DM should decide which of her attack forms (breath, claw/claw/bite or spells) is the most appropriate.

After 4 rounds, the two young dragons (see area K12) will arrive and join the fight.

Tormalline is chained to the wall and is unable to help Erystelle. She and Corrunal (Erystelle's other cousin) were carried here by Khordarg. The chains have no locks; Khordarg simply closes them by squeezing them in her claws. Erystelle will be unable to open them normally. Drinking a **potion of giant strength** will allow Erystelle to open them easily. Corrunal has been eaten by Khordarg, and Tormalline is weak from ill-treatment. She requires a day's rest before being able to walk without aid.

Tormalline: AC 9; E2; hp 1 (9 if healed);
MV 120' (40'); #AT 1; D By weapon;
Save E2; ML 8; AL N; THACO 19; B30.

Khordarg's hoard consists of:

- 20000cp; 50000sp; 22000gp; 5000pp
- 87 gems (value - 6x1000gp, 8x500gp, 23x100gp, 10x50gp, 40x10gp)
- three suits of exquisitely made dwarven chainmail armour (value - 1500gp each)
- an onyx figurine on a jet base (value - 2650gp), which can be unscrewed to reveal a **scroll of protection from earth elementals**
- a golden sceptre bearing three large emeralds (value - 12500gp)
- a diamond necklace (value - 3000gp)
- a large pearl set in a gold and silver pendant (value - 1500gp)
- a white dragon-hide sword scabbard studded with emeralds (value - 5000gp)
- three matching engraved gold armbands (value - 750gp each)
- a silver circlet bearing a large opal (value - 3000gp)
- a **scarab of protection** (8 charges)
- a **bag of holding**
- a **potion of giant strength** (brown with an earthy taste)
- a **wand of fire balls** (12 charges), the command word "Fraztle" is engraved on it
- two **potions of flying** (yellow, tastes of lemons)

K12. Young Dragons

The young dragons, Fagtorx and Shalkmog, are coiled together in this small cavern. They are both young and neither of them can speak or cast spells.

Fagtorx & Shalkmog (young red dragons):
AC -1; HD 7**; hp 10, 14; MV 90' (30')/
Flying 240' (80'); #AT 2 claws/1 bite;
D 1-6/1-6/2-16 + breath; Save F10; ML 9;
AL C; XP 2300 each; THACO 13; B28.

Their treasure consists of a pile of 10000cp, 5000sp and 2000ep.

K13. The Eye Sockets

These passages are 200 feet above ground level, and are watched by Khordarg. Any sound or visible movement along them will automatically alert Khordarg and she will come to investigate.

DEATH OF KHORDARG

If Khordarg is slain, her death cry will echo out across the valley. This will disturb the army and it will begin to get restless. After 3 turns the orcs, hobgoblins, gnolls and bugbears will begin to leave, while the hill giants and trolls, aided by the ogres, try to stop them. Without Khordarg's strong leadership the army will soon degenerate into numerous squabbling groups as the larger monsters argue amongst themselves. If Erystelle uses the **wand of fireballs** from Khordarg's hoard, the humanoids will panic. In the resulting stampede hundreds of the smaller monsters will be trampled and slain by the larger ones.

A NEW BEGINNING

On returning to the Emerlas after slaying Khordarg, Erystelle will be greeted by Doak Evergreen and eight elves:

After your fight against the dragon it feels good to be back in the Emerlas. The gentle sound of elvish voices comes to you, accompanied by the deep rumbling of Doak Evergreen. Soon you see them rushing towards you, their arms outstretched in joyful greeting.

The elves are distant kin from Alfheim. They will explain that they have come to join Erystelle and to help restore Dorneryll. Doak will interrupt and say he has visited Dorneryll, and discovered that the tree is alive. Given care and attention it will be possible to restore the damage. The elves are all first level and will gladly become Erystelle's henchmen.

NEW MONSTERS



SHARGUGH

Armour Class: 7
Hit Dice: 3*
Move: 150' (50')
Attacks: 1 bite or by weapon
Damage: 1-4 or by weapon
No. Appearing: 0 (1-3)
Save As: Elf 6
Morale: 7
Treasure Type: Nil
Alignment: N
XP Value: 50

Shargugh are 3-foot-tall humanoids with wild matted brown hair and long tangled brown beards. Shargugh wear ragged brown and green clothing and are sometimes armed with silver daggers. Each individual or group has a woodland territory roughly equal in area to a 24-mile-wide wilderness hexagon. A shargugh will never voluntarily leave its territory, and if forced to do so, will sicken and die in 1-2 days unless returned before that time.

Any section of woodland whose shargugh is killed will become cursed and infertile for 7 years. During that time, no new plants



or trees will grow. Existing plants and trees will continue to grow, but will not bear any fruit or flowers. A druid who casts a **remove curse** spell can restore fertility to the land at any time. Druids are Neutral clerics of 9th level or greater who study and maintain the balance of nature — see the **D&D® Companion Set** for more information.

A shargugh has the ability to transport itself instantaneously up to 600 yards. It does this by passing into one tree and emerging from another in its destination area. A shargugh can use this ability 5 times per day.

Shargugh are mischievous and are likely to steal valuable objects from any creature encountering them. They are able to pick pockets with an 85% chance of success and move silently 85% of the time. To dissuade shargugh from stealing, woodland folk often leave offerings of food and drink for the creatures. In return for this, shargugh have been known to carry out small but useful tasks. They are also able to hide in woods in the same way as halflings, with a 90% chance of success (see *Players Manual* - page 47).

FLITTERLINGS



Armour Class: 6
Hit Dice: ¼* (1 hp each)
Move: 30' (10')
/Flying: 60' (20')
Attacks: 1 small silver sword or song
Damage: 1 or 2 and see below
No. Appearing: 0 (50-300)
Save As: Elf 1
Morale: 8
Treasure Type: Nil
Alignment: L
XP Value: 6

Flitterlings are small, silver-coloured humanoids about one-quarter of an inch tall. They are of delicate appearance and look like small pixies armed with slender silver swords.

Flitterlings attack only in self-defence, and their preferred means of doing so is by singing. A group of 50 flitterlings can create a song that has the same effect as a **charm monster** spell on one opponent. Additional groups of flitterlings can attempt to **charm** other creatures, but two groups cannot attempt to **charm** the same one. Flitterlings are also able to create a song which has the same effect as a **fear** spell (the reverse of the clerical **remove fear** spell - *Expert Rulebook* page 5). Both songs have a range of 60 feet and flitterlings are able to use each song once per day.

Flitterlings are not aggressive, but if forced to they will attack in groups of 5, using their small swords. Roll once per round for each group of five. Armoured victims (and monsters of AC 5 or better) suffer 1 point of damage for each successful attack. Unarmoured victims (and monsters of AC 6 or less) suffer 2 points. Attacks on flitterlings will kill a number equal to the damage rolled, but never more than five from one attack.

Flitterlings live in old hollow tree trunks or among specially hollowed out mushrooms. Flitterlings are so closely linked with their home that they will die in 1-6 days if any damage is done to it. Their homes are always surrounded by rings of magical mushrooms which the flitterlings tend. These rings consist of mushrooms of various colours. Eating one mushroom will have various magical effects according on their colour.

The numbers of mushrooms in a typical ring and the effects are listed below :

- 5-8 Blue — acts as a **neutralise poison** spell
- 5-8 Red — acts as a **haste** spell for 1 turn
- 3-6 Yellow — acts as a **clairvoyance** spell for 1 turn
- 7-12 Green — acts as a **cure light wounds** spell
- 40-60 Orange — acts as a **nourishing meal**, three will provide sustenance for one character for one day

The mushroom rings are vital to the flitterlings' existence and picking more than half of any particular kind will kill the ring and cause the flitterlings to sicken and die in 1-6 days.

FAEDORNE

Armour Class: 6
Hit Dice: 9**
Move: 120' (40')
Attacks: 2 daggers
Damage: 1d4/1d4
No. Appearing: 0 (1)
Save As: Elf 10
Morale: 12 (8)
Treasure Type: G
Alignment: N
XP Value: 2300



SILVER WARRIOR

Armour Class: 2 (-2)
Hit Dice: 7*
Move: 120' (40')
Attacks: 1 sword +1
Damage: 1d8 +1
No. Appearing: 0 (1-6)
Save As: Fighter 7
Morale: 12
Treasure Type: Nil
Alignment: N
XP Value: 850

Faedornae are female creatures of great beauty. These rare, eldritch creatures live on strange timeless islands which float high above the world. These islands are only visible at night, and are indistinguishable from other points of light (or stars) in the night skies. To the few creatures who have travelled there and returned, these 'stars' are known as Shining Isles. On their Shining Isles, faedornae gather all manner of neutrally aligned creatures around them, particularly ones who have shown great courage.

Faedornae are mistresses of illusion, able to create illusions equivalent to a **phantasmal force** spell at will, even when performing other actions. Any illusion created by a faedorne on a Shining Isle is very difficult to disbelieve, and all attempts to do so are

made with -5 penalty to saving throws vs. Spells. Three times a day, a faedorne is able to use a **clairvoyance** spell to view the land below her Shining Isle. In addition, a faedorne has the spell casting abilities of a 12th level magic user as well as being able to summon 1-6 Silver Warriors (see opposite) at will.

Faedornae embody many elvish ideals but rarely make their presence known to elves. They prefer to guide subtly rather than to interfere directly in the affairs of elves. However, they have been known to favour certain elves and provide them with aid in times of danger.

Faedornae are reluctant to leave their Shining Isles and if they do so their morale becomes 8.

Silver Warriors exist only on the Shining Isles of the faedornae. They are the guardians of the isles and will fight to the death to defend them. They are always dressed in silver plate mail armour and carry magical silver swords +1. They appear very similar to elves, being the same size and wearing armour of elfin design.

In combat, Silver Warriors are able to become **invisible** and can remain **invisible** even when attacking. Unless detected by magical means they always gain initiative on the first round of combat. On successive rounds, initiative is determined normally. All attacks against an unseen Silver Warrior are at a -4 penalty to hit rolls. A Silver Warrior slain in combat will dissolve into the substance of the Shining Isle as will his weapon and armour.

ERYSTELLE of DORNERYLL

Class: Elf

Alignment: Neutral

Level: 7

Champion/Sorcerer

Armour Class: 1

Hit points: 40

Strength: 14 +1 to hit/damage rolls (melee weapons only)

Intelligence: 16

Wisdom: 11

Dexterity: 16 +2 bonus to hit roll with missiles; -2 AC bonus

Constitution: 13 +1 hp per hit die (included in total above)

Charisma: 10

SAVING THROWS

Poison or Death Ray:	4
Magic Wand:	7
Turn to Stone or Paralysis:	7
Dragon Breath:	7
Spells or Magic Staff:	7

SPECIAL ABILITIES: infravision 60', find secret doors on a roll of 1 or 2 on 1d6, and immune to the paralyzing attacks of ghouls.

LANGUAGES: common, elf, gnoll, gnome, hobgoblin, orc, pixie

SPELLS

1st Level	2nd Level	3rd Level	4th Level
3	3	2	1

STARTING EQUIPMENT

Ordinary Weapons/Armour: lance (does double damage if charging 20 or more yards); short bow; shield.

Money: 22 gems (value - 2x5000gp, 3x500gp, 5x100gp, 12x10gp); 450gp; 23sp

Magical Items: chain mail +1; sword +1; dagger +1; two potions of healing (restore 1d6+1 lost hit points or cure paralysis for one creature).



Combat Modifiers

to Hit

Damage

Hit Points:

Total bonus:

Spell Book

1st Level:

2nd Level:

3rd Level:

4th Level:

detect magic
magic missile †
protection from
evil †
read magic
sleep †

detect evil †
detect invisibility
invisibility
mirror image †
web †

dispel magic
haste* †
lightning bolt †

confusion †
wizard eye

Those spells marked with a † are suggested starting spells

Unadjusted Hit Roll Needed to Hit

AC	9	8	7	6	5	4	3	2	1	0
	6	7	8	9	10	11	12	13	14	15

STARBROW

Your trusty warhorse Starbrow will fight under your guidance. While you are guiding her you cannot attack or cast a spell, but you can perform other actions such as drinking a potion or changing weapons. She will attack only in self defence while you are dismounted.

Hit Points:

Hit Rolls:

Starbrow (War Horse): AC 7 (5 with Barding); HD 3; hp 22; MV 120' (40'); #AT 2 Hooves; D 1-6/1-6; Save F2; ML 9 (11 when carrying Erystelle); THACO 17; E51.

AC	9	8	7	6	5	4	3	2	1	0
	8	9	10	11	12	13	14	15	16	17

WARDOGS

Eslin and Tarcil are large wolf-like dogs which you have trained to fight. You have raised them from puppies; they are very loyal and will obey simple commands. You can order them into combat and also withdraw them if they are badly wounded. The first time one is hit you must check its morale, and again, when it has only 25% of its hit points remaining. The best tactic in combat is to send both dogs against one opponent. This will give them a good chance of killing it while at the same time minimising attacks on the dogs.

Hit Points:

(Eslin)

(Tarcil)

Eslin (War Dog): AC 7; HD 2+2; hp 16; MV 120' (40'); #AT 1 Bite; D 2-8; Save F1; ML 11; THACO 17; New monster.

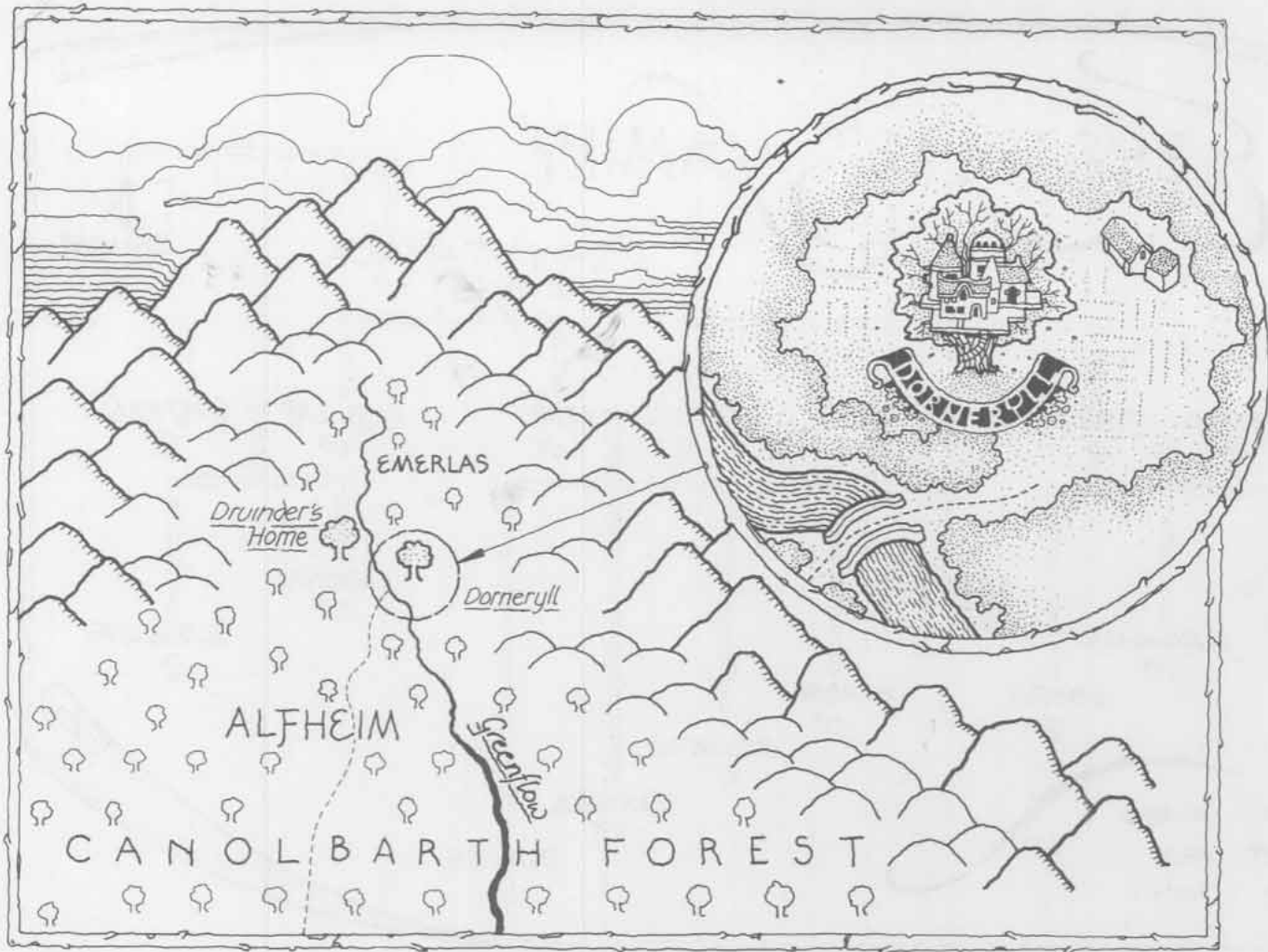
Hit Rolls:

Tarcil (War Dog): AC 7; HD 2+2; hp 15; MV 120' (40'); #AT 1 Bite; D 2-8; Save F1; ML 11; THACO 17; New monster.

AC	9	8	7	6	5	4	3	2	1	0
	8	9	10	11	12	13	14	15	16	17

DORNERYLL

Your home is Dorneryll, a majestic oak tree on the edge of Canolbarth forest and the Emerlas. In a past age, the elfin hero Galannor Nightflame slew the red dragon Gorkalk and made the area safe for elves and other creatures. Watched over by the star of Galannor, your family have lived here peacefully for over a thousand years.



PLAYER'S WILDERNESS MAP

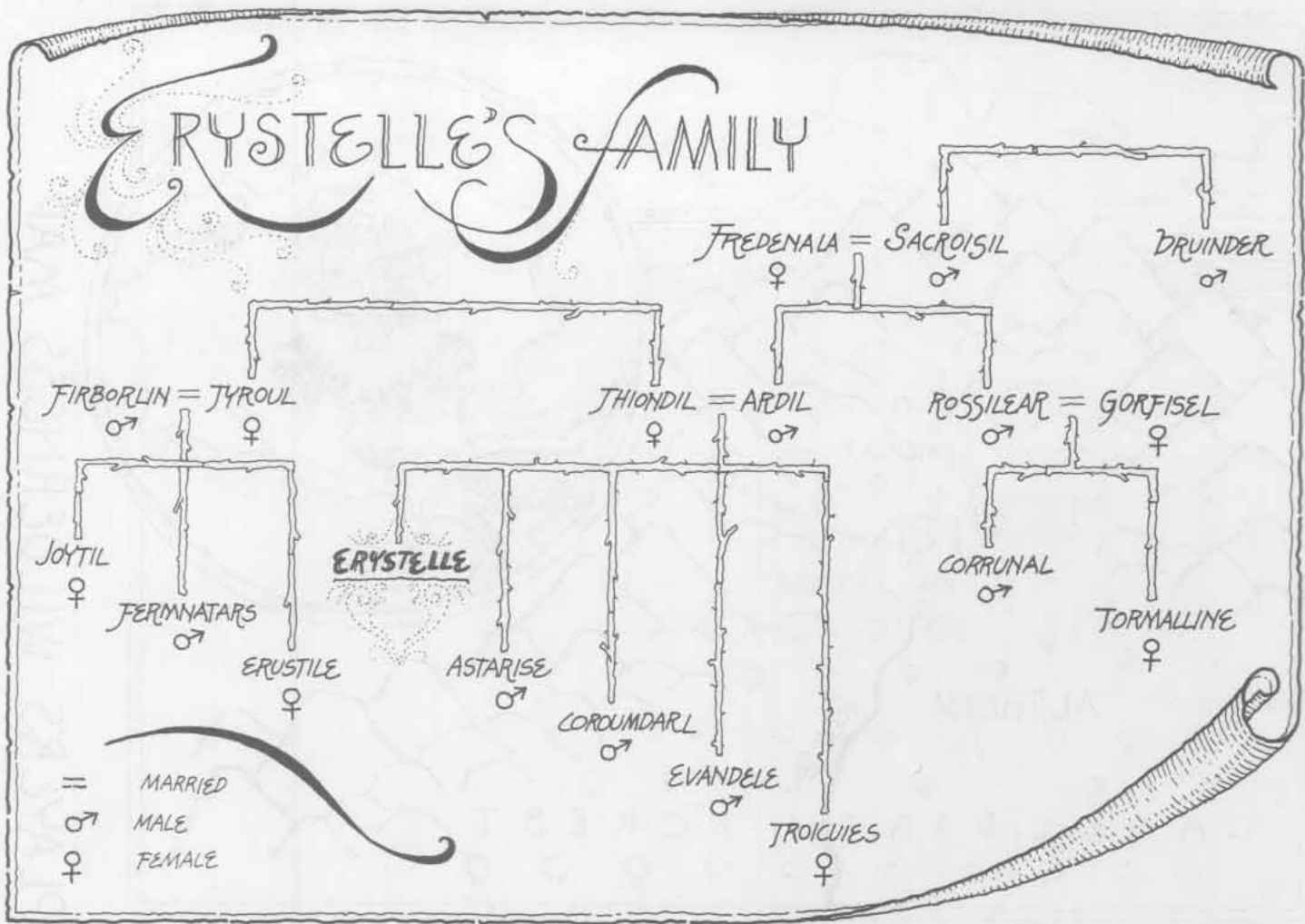
THE LEGEND OF GALANNOR

AS RELATED BY DRUINDER, THE ELFIN SMITH

Druinder pours you a glass of wine and relaxes in his chair. He stares into the distance, though his eyes seem not to focus. After sipping from his glass he begins to speak.

'In ages past, we elves lived deep in Canolbarth Forest and had few dealings with the lesser-lived races. Content to stay within the safety of the forest, we prospered and grew rich in song and the beauty of nature. For some this was not enough; the thirst for adventure came upon them, the desire to visit new places and see strange peoples. Of the elves who left the safety of Canolbarth forest few returned, for in those days all hands were turned against us. One who did return was Galannon Nightflame, the mighty hero and mage, who was like no other in fury and in song. Far had he travelled and the race of elves were proud of his valour; many elfin enemies died by his blade. So famous was he that even the short-lived humans respected his name.

'Galannon was restless in Alfheim; tales of a fire breathing dragon laying waste to the Emerlas saw Galannon mounting his charger and riding forth to meet it. In the Emerlas he slew many creatures of chaos and finally tracked Gorkalk, the ravaging red dragon, to his lair.



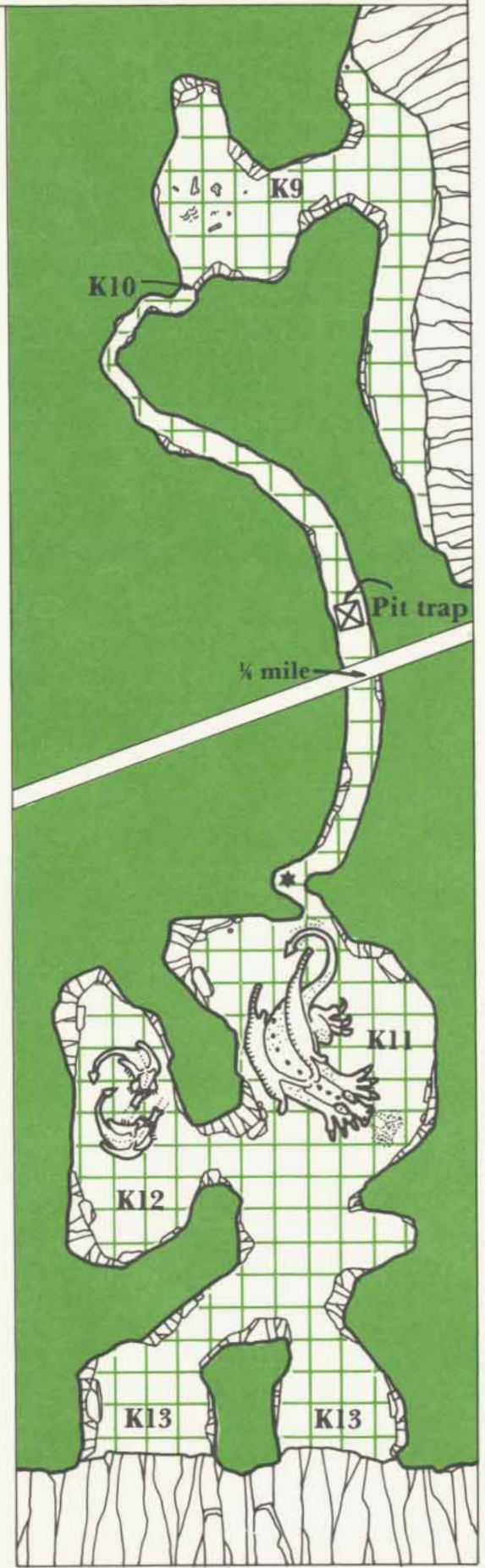
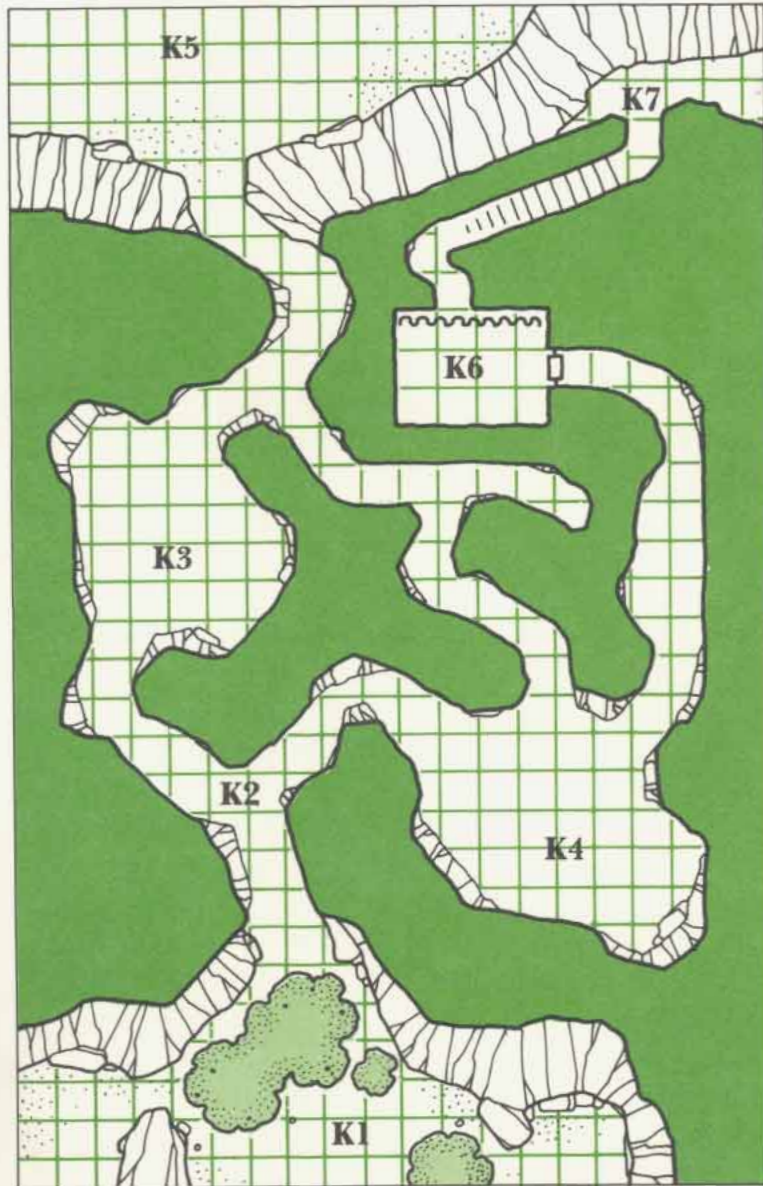
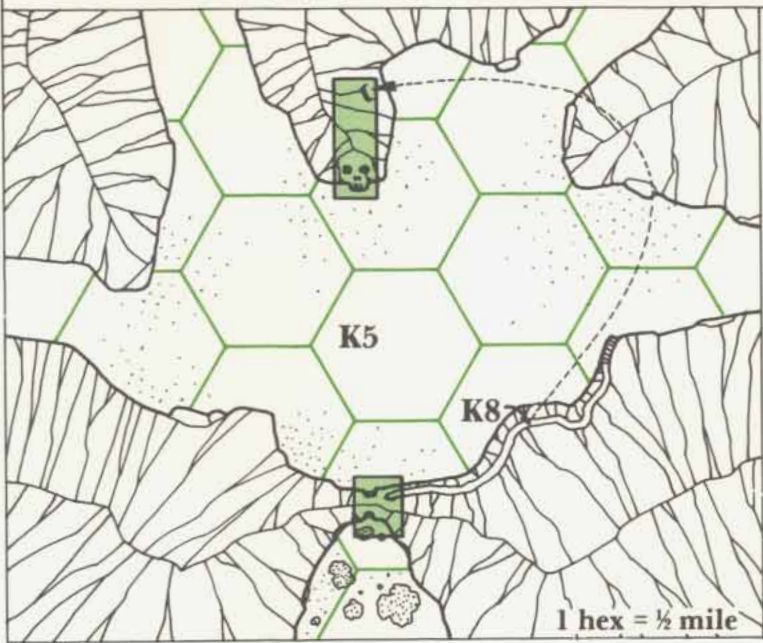
'Protected by a magic gem and armed with his sentient sword Scorbane, Galannon faced the worm. In vain it breathed its fiery blast, for Galannon dodged aside and then slashed with Scorbane. The sword sliced through the dragon's hide as though it were naught more than water, and drank deep of its blood. Howling with rage Gorkalk turned on its tormentor. It fixed Galannon with hateful red eyes and snaked its huge body forwards. Jaws snapped hungrily, and claws thrashed, striking Galannon off-balance. Sure of his prey, Gorkalk reared up on his hind legs and gloated. A fateful mistake, for Galannon swept his hands in mystic passes sending lightning speeding against the dragon.

'Gorkalk recoiled, shocked by the power of elfin magic. Galannon leapt with Scorbane held before him. The sword, shouting with joy, plunged deep into Gorkalk's throat. The dragon thrashed and raked with its claws trying to dislodge the blade. Scorbane, eager to slay its foe, growled angrily as Galannon loosened it, ready for another blow. Hardly able to keep his footing in the dragon's spilled blood, Galannon struck again, and severed Gorkalk's head from its body.

'The battle was not over. Galannon was to suffer more wounds as he went through Gorkalk's lair slaying the dragon's young and putting an end to the worm's line. Severely wounded, Galannon headed back towards Alfheim taking the dragon's head with him. He never returned: weak from lack of blood he collapsed by the banks of the Greenflow. His followers gathered round him, weeping for their lord, and in their grief none noticed the arrival of the most beautiful lady ever to visit mortal lands. Effortlessly she bore Galannon to a silver ship, and surrounded by pixies, sailed away along the river and into the moonlight. Before the ship disappeared, her voice came clear to the assembled mourners promising that when the Emenlas is again threatened, mighty Galannon would return to protect it.

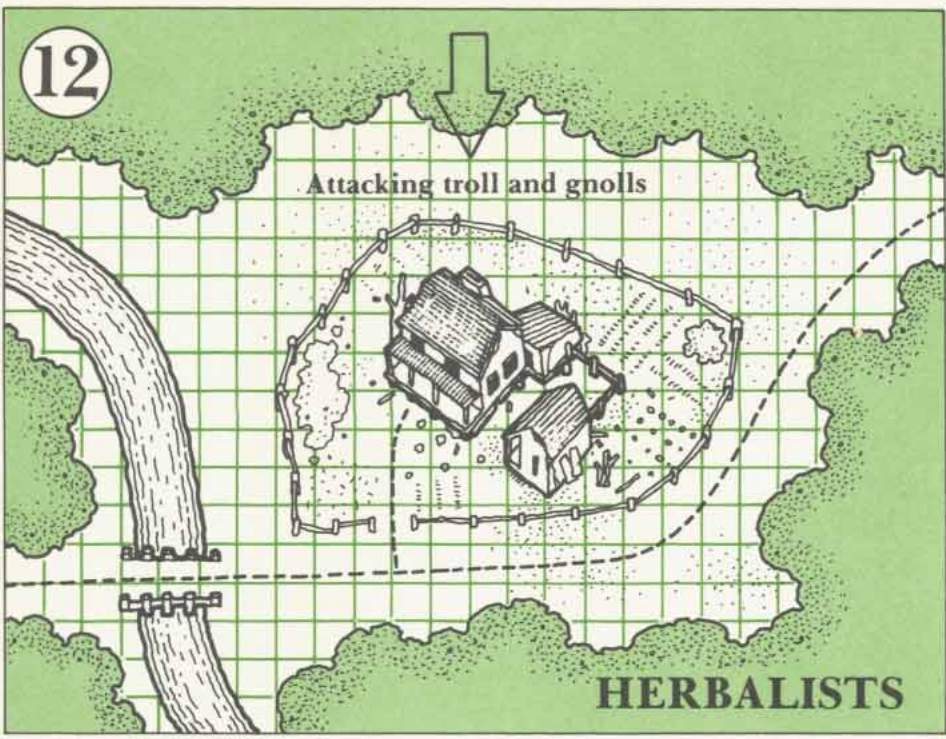
Druinder takes another sip of his wine and his gaze returns to the room and you.

MAP K — KHORDARG'S LAIR 1 square = 10 feet



12

Attacking troll and gnolls



HERBALISTS

KEY 1 square = 10 feet

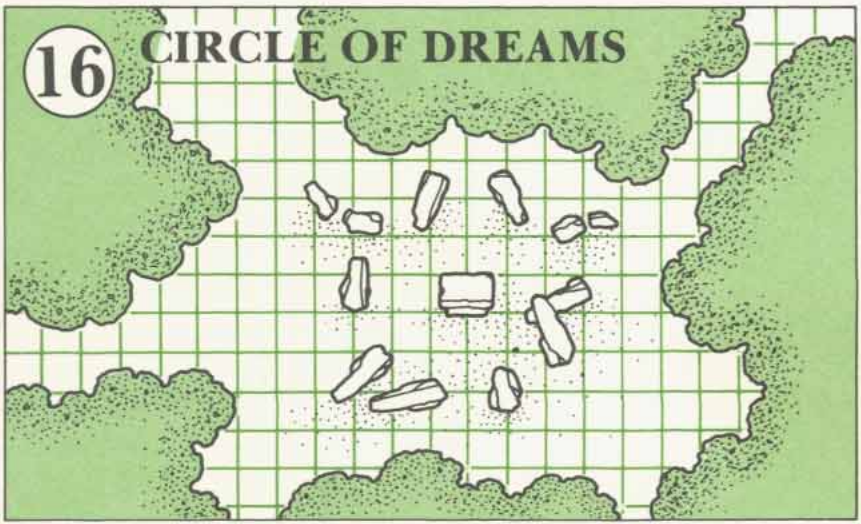


- Path/track
- River
- Brambles
- Silver Path
- Trees/forest
- Cliffs
- Vegetable garden

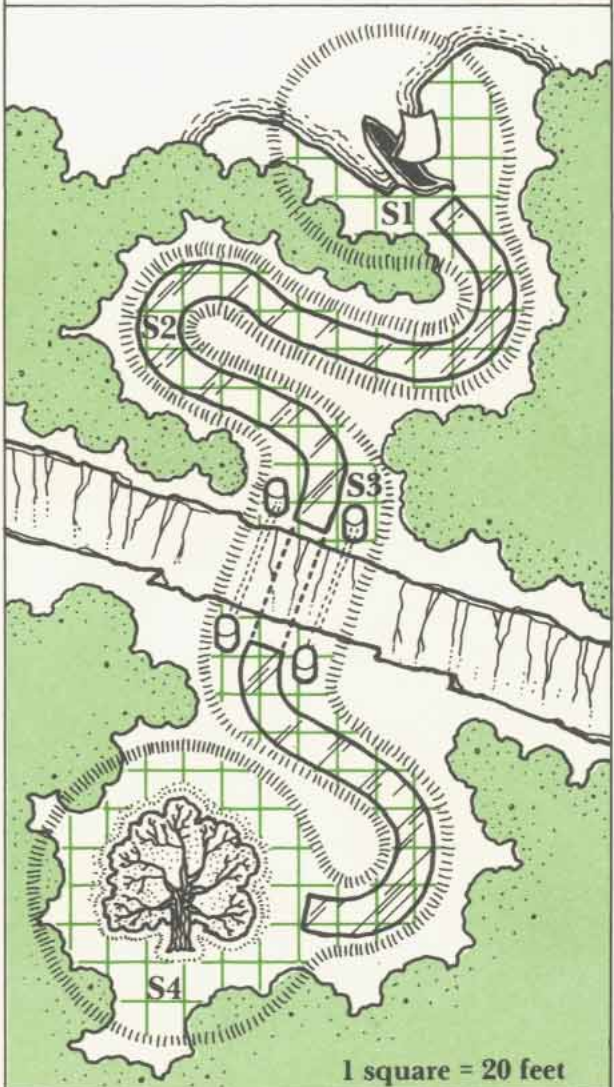


16

CIRCLE OF DREAMS

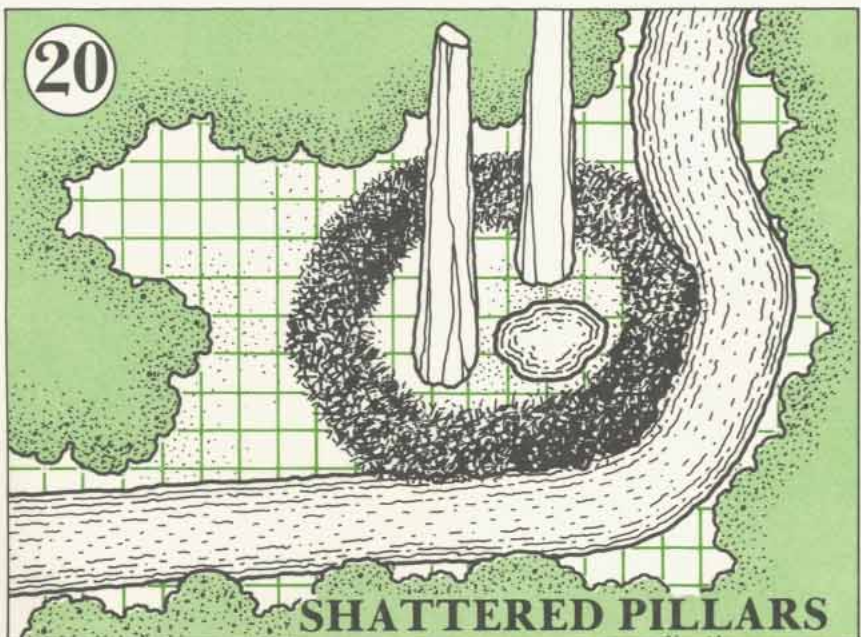


MAP S — SHINING ISLE



20

SHATTERED PILLARS



1 square = 20 feet



Lone Hero Expert Adventure

Blade of Vengeance

Jim Bamba

You are Erystelle of Dorneryll, famed elfin champion and magic-user. After years of adventuring, you have come home to the Emerlas—the hauntingly beautiful elfin woodland at the tip of Canolbarth forest. A place of legends and of peace.

The journey has been long, but soon the winding forest track will bring you to Dorneryll, the majestic oak tree home of your childhood. Ahead, you glimpse a plume of smoke curling lazily into the sky. Dorneryll is close, and your mind floods with thoughts of home.

Suddenly, your reverie is shattered! The thin plume of smoke is gone, and in its place a column of red flame leaps high among the trees.

Dorneryll is under attack! Gripping your lance, you urge your mount into a gallop. Starbow surges forward; your war dogs close on her heels. . .

Blade of Vengeance is an adventure for one player and one dungeon master, featuring a lone elf against the forces of evil. Can you save the Emerlas from destruction? The answer waits inside.

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

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Lake Geneva,
WI 53147

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