



HEROIC



EXPEDITIONS

Judges Guild

by Edward R. G. Mortimer

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TRAVEL ALONG
PERILOUS TRAILS
TO PROVE YOUR
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QUESTS FOR
HALFLINGS AND
HALF-ORCS, AND
ONE ESPECIALLY
MADE FOR YOUR
CHARACTER!

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STATISTICS CONVERSION CHART

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2D6	2	2.7	3.3	4	4.7	5.3	6	6.7	7.3	8	8.7	9.3	10	10.7	11.3	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1D100	01	7	13	20	27	33	40	47	53	60	67	73	80	87	93	100

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SPEAR OF DARKNESS

The Quest for the Spear of Darkness

This story begins with Brutus Wart and Bluto Quag (or 2 Half-Orcs from your campaign) deciding to attempt to restore power to their decimated tribe by delivering from imprisonment the artifact of the Iron Spear Tribe - **The Spear of Darkness**. The Spear of Darkness was wrested from the Tribe by a raiding force consisting of the **Broken Back Dwarves**, **The Sterling Valley Gnomes**, and the **Green Forest Elves**. This raid nearly wiped out all of the Iron Spear Orcs and has definitely broken the spirit of the survivors.

So, without a leader (the Shaman was killed in the raid) and without the Spear, the Iron Spear Tribe seems destined for extinction. It is up to Brutus and Bluto (or your 2 Half-Orcs) to change the apparent course of destiny by performing a Quest which is unequalled in the annals of this Tribe's history. If the Spear can be brought back, the morale of the survivors can be raised once again to a fever pitch, and retribution can be won against the accursed Demi-Humans. Needless to say, the owner of the Spear will be the new, and, perhaps, the greatest, leader of the Iron Spear Tribe.

Judge's Notes

The adventure begins just outside of the Northern Entrance of the Broken Back Tunnel. The players can decide whether to attack at night or during the day, but, either way, there will be a 70% chance of showers at the time of the assault.

The players should be able to consult the map at any time they desire. They will know, via loose talk among the raiding party when they were here, that the Spear was taken to Angus McFarley. Angus lives in a Tower about three miles north of the Halfling settlement in the Pipeweed Hills. Exactly how the Spear is guarded or where it is kept is unknown.

Lastly, the Iron Spear Tribe's pass phrase is, "The Iron Spear will never rust," which is answered by, "as long as it is polished by Elf blood!"

Good Luck, and may the Spear be polished once again.

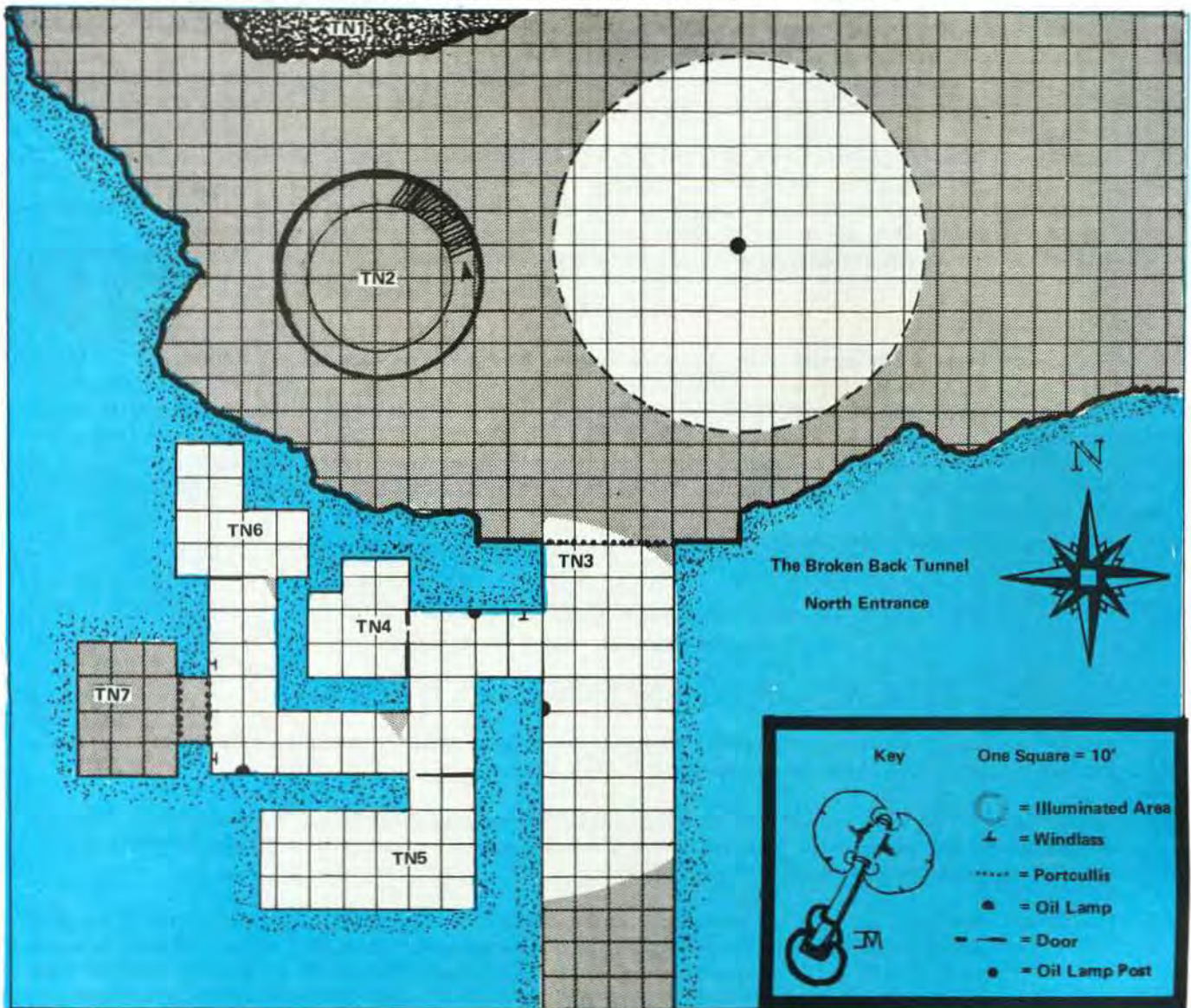
The Broken Back Tunnel

All are Mountain Dwarves, unless otherwise noted!

North Entrance

- TN1 A Cliff: This is a cliff which drops 50 feet straight down. At that point, there is a ledge big enough for 3 Human-types, and then it drops off at a 30 degree angle for approximately 100 feet.
- TN2 Guard Platform: This stone cylinder rises 30 feet into the air, giving an excellent view of the mountainside. When the weather is good (no precipitation), there will always be one Private standing watch here; otherwise, he will be at TN3. If needed, take any Private from TN3 and put him here.
- TN3 The Tunnel Entrance: A portcullis blocks the entrance. It will always be down unless a Private is standing watch at TN2. It is operated from inside the side tunnel. Standing guard here will be 4 Privates and 3 Wolves. All the Privates are 1st Level Fighters, with 11 HTK, wearing Chainmail armor, and carrying Halberd and Broadsword. Each will have 1 - 6 CP, 1 - 8 SP, 4 - 40 GP, and 0 - 5 miscellaneous items, such as Knife, Garlic Buds, Silver Mirror, etc. The Wolves have 3 HD, 13, 15, and 16 HTK, AC: 7, Move: 18", Damage: 1 - 6. Normally, these Dwarves will check everybody passing through to make sure none are criminals, Half-Orcs, or other Humanoids. They then collect a toll of 1 GP per head, including animals.

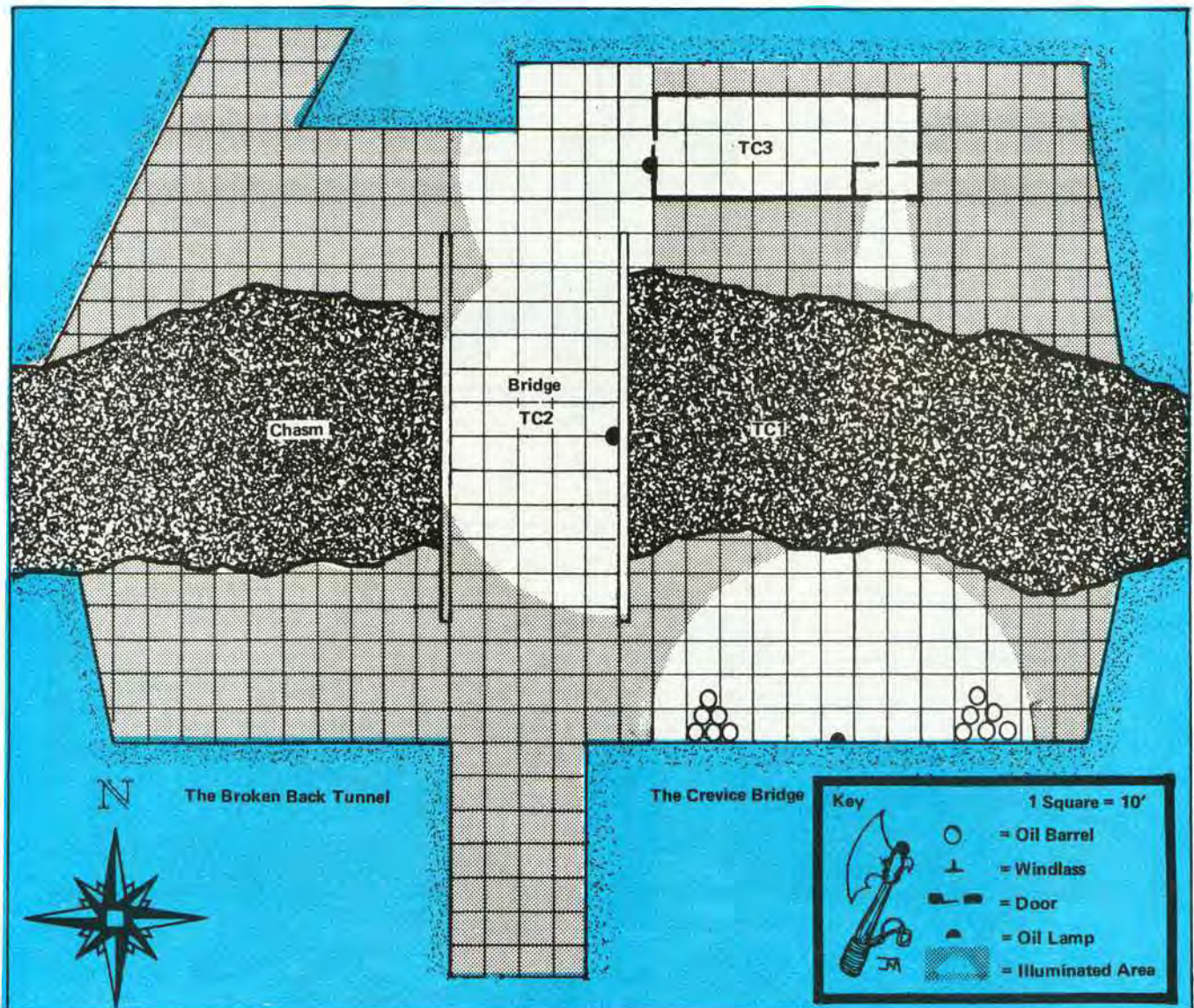
- TN4 The Lieutenant's Office:** Here, the Lieutenants of the North Entrance, both the dayshift and the nightshift, spend most of their time. There is a desk, a cot, and a safe here. Within the safe, which is double-locked, will be 10 - 100 CP, 10 - 100 SP, 10 - 200 GP, and 0 - 19 PP. This money is used to make change for the toll. Both the dayshift and the nightshift Lieutenants have the same stats. They are 3rd Level Fighters, have 29 HTK, wear Plate Mail and carry a Shield, a +1 Broadsword, and a Light Crossbow. They will have 0 - 5 CP, 0 - 9 SP, 10 - 60 GP, 1 - 6 PP, and 0 - 5 miscellaneous items. The Lieutenant will hear the sounds of melee if the Privates are engaged at their station, but he won't if they are somehow tricked into coming outside the Tunnel.
- TN5 Lounge:** This is a sitting area used by the Tunnel Guards between shifts and by the Tunnel Patrol Guards when they stop by on their rounds. There is a 33% chance of a Patrol group being here relaxing for a few minutes (see also TN6). If a Patrol is here, their stats can be found on the Broken Back Tunnel Encounter Table.
- TN6 Kitchen and Food Storage:** This room will be empty unless a Patrol Group is in TN5 or it is the change of shifts. Then there will be 1 - 3 Privates from the Patrol Group or from either shift here, cooking some food for the rest. The food is stored in barrels and large sacks and consists mainly of water, flour, wheat, beans, potatoes, venison, opossum, beer, whiskey, and eggs. There is about ½-week's supply for each Dwarf.
- TN7 Detention Area:** This cell, closed off by two portcullis, is used to detain criminals, Half-Orcs, and other Humanoids until a Patrol can cart them away to a permanent jail. There is nobody here at this time.



The Crevice Bridge

- TC1 The Crevice:** The Crevice extends nearly 200 feet down and 50 feet farther up. The walls are naturally rough although slightly moist and slippery.

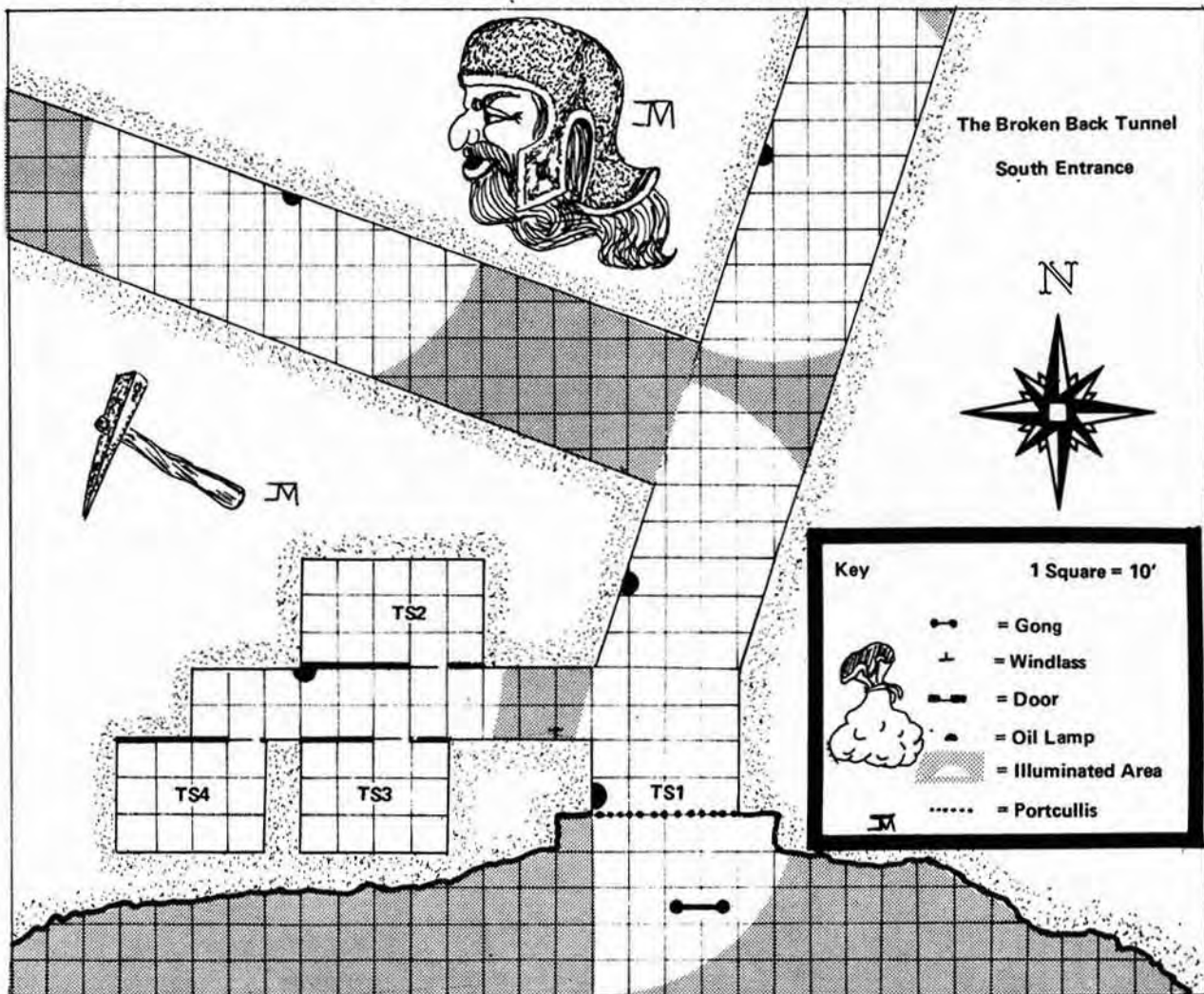
- TC2 The Bridge: Standing guard and collecting tolls of 5 SP per head will always be two Privates. The procedure is the same, checking for Half-Orcs, etc., as at the North and South Entrances. The Privates are both 1st Level Fighters with 11 HTK, wearing Chainmail and each carrying a Shield, Battle Axe, and Hammer. They will each have 10 - 40 CP, 10 - 40 SP, and 10 - 40 GP. If given the chance, they will shout for help if attacked. Help will come from TC3 and TC4 in one and two rounds, respectively. Note that the Privates stand at the southern end of the Bridge.
- TC3 All-Purpose Room: This room serves as a lounge, kitchen and food storage area. There will always be one Private here and a 33% chance that a Patrol Group is also relaxing here before continuing their rounds. The Private will be a 1st Level Fighter with 11 HTK, wearing Chainmail and carrying a Shield, Battle Axe, and Hammer. The Private will also have 1 - 8 CP, 1 - 10 ST, and 8 - 32 GP. There will be 0 - 15 miscellaneous items in this room which belong to the 3 Privates currently on duty at TC2 and TC3. Otherwise, the foodstuffs here are exactly like those at TN6.
- TC4 The Sergeant's Office: Here, the Sergeants of the Crevice Bridge, both dayshift and nightshift, spend most of their time. There is a desk, a cot, and a safe here. Within the safe, which is double-locked, will be 20 - 200 CP, 20 - 200 SP, 10 - 100 GP, and 0 - 9 PP. This money is used to make change for the toll. The Sergeant will be a 2nd Level Fighter with 18 HTK, wearing Plate Mail and carrying a Shield, a Battle Axe, and a Hammer. The Sergeant will also have 0 - 5 CP, 1 - 10 SP, 10 - 40 GP, and 0 - 5 miscellaneous items.



South Entrance

- TS1 The Tunnel Entrance: A portcullis blocks the entrance. It is always down, and admittance is gained by sounding the cymbal outside the tunnel. The Privates in TS2 will answer. Exit is gained by going to TS2 and getting the Privates. The portcullis mechanism is just around the corner in the shadows. Security is lax here because there hasn't been any trouble with the Gnomes who control the area directly south of the Tunnel in over six centuries. Note that the portcullis mechanism is badly in need of oil; it creaks very loudly and will alert the Privates in TS2.

- TS2 The Lounge:** Here, the Privates on duty stay for most of their watch. There is also a 33% chance that a Patrol Group will be here. There is a 25% chance that one of the Privates will be in TS4. There are usually four Privates here. They are all 1st Level Fighters with 11 HTK, wearing Chainmail armor and carrying Halberd and Broadsword. They will each have 1 - 6 CP, 1 - 10 SP, 4 - 40 GP, and 0 - 5 miscellaneous items. The toll is collected by these Privates; it amounts to 5 SP per head.
- TS3 The Lieutenant's Office:** Here, the Lieutenants, both the dayshift and the nightshift, of the South Entrance spend most of their on-duty time. There is a desk, a cot, and a safe here. Within the safe, which is double-locked, will be 20 - 200 CP, 20 - 200 SP, 10 - 100 EP, 10 - 100 GP, and 0 - 9 PP. This money is used to make change for the toll. The Lieutenant on each shift will be a 3rd Level Fighter with 26 HTK, wearing Plate Mail and carrying a Shield, Broadsword, Light Crossbow, and 6 Quarrels (+1). They will each have 0 - 5 CP, 1 - 10 SP, 12 - 48 GP, and 0 - 5 miscellaneous items.
- TS4 The Kitchen:** Here is kept and cooked all the foodstuffs for the South Entrance Guards. There is about ½-week's supply for each Guard. The food is the same as that at the Crevice Bridge and the North Entrance. As mentioned in TS2, there is a 25% chance that a Private will be in here, fixing a meal for himself and his comrades.



The Broken Back Tunnel Encounter Table

Patrol Group

Check every ½-hour for a Patrol Group - 33% chance

- 1 Sergeant 2nd Level Fighter, 17 - 20 HTK, Chainmail, Shield, Battle Axe, and Hammer. Will have 0 - 5 CP, 0 - 7 SP, 12 - 48 GP, and 0 - 5 miscellaneous items.
- 1 - 6 Privates 1st Level Fighter, 11 HTK, Chainmail, Shield, Battle Axe, and Hammer. Will have 1 - 8 CP, 1 - 8 SP, 10 - 10 GP, and 0 - 5 miscellaneous items.

0 - 2 Wolves 3 HD, 12 - 17 HTK, AC: 7, MVE: 18", Damage: 1 - 6

Traveler Group

Check every hour for a Traveler Group - 30% chance
Roll 1D100 for each separate type and assemble into one group

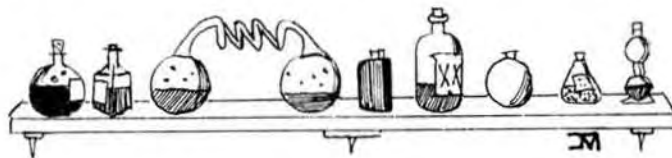
Roll	Type
60%	1 - 4 Mountain Dwarves, 1st - 4th Level Fighter, 75% Chainmail, 20% Plate Mail, 5% No Armor; 20% Broadsword and Light Crossbow, 20% Battle Axe and Hammer, 20% Hammer and Military Pick, 20% Battle Axe and Mace, 20% Broadsword and Spear. Items carried: 1 - 6 EP, 20 - 80 GP, 1 - 6 miscellaneous items, 0 - 2 Potions.
40%	1 - 6 Gnomes, 1st - 3rd Level Fighter, 50% Ring Mail and Shield, 35% Chainmail and Shield, 15% No Armor; 50% Club and Spear, 25% Club and Short Sword, 25% Short Sword and Shortbow. Items carried: 11 - 20 SP, 10 - 40 GP, 1 - 6 miscellaneous items, and 0 - 2 Potions.
30%	1 - 3 Gnomes, 1st - 3rd Level Thief/1st - 2nd Level Illusionist, 100% No Armor; 50% Club and Short Sword, 50% Sling and Club. Items carried: 10 - 40 GP, 1 - 10 PP, 1 - 6 miscellaneous items, and 0 - 3 Potions.
25%	1 - 2 Hill Dwarves, 1st - 4th Level Thief, 80% No Armor, 20% Leather Armor; 100% Broadsword and Sling. Items carried: 20 - 80 GP, 1 - 6 miscellaneous items, and 0 - 2 Potions.
15%	2 - 5 Hairfeet, 0 - 1st Level Fighter, 70% No Armor, 30% Padded Armor; 50% Hand Axe and Sling, 50% Spear and Shortbow. Items carried: 1 - 10 CP, 2 - 20 SP, 1 - 10 GP, 3 - 8 miscellaneous items, and 0 - 1 Potions.
10%	1 Female Dwarf, 4th - 5th Level Fighter, 50% Plate Mail, 50% +2 Chainmail; 50% +1 Battle Axe and Hammer, 50% +1 Halberd and Hand Axe. Items carried: 20 - 80 PP, 1 - 6 Jewelry, 2 - 3 Potions and 1 miscellaneous magic item.





Potion Table
Roll 1D12

- 1 Purifying Water
- 2 Steel Skin
- 3 Cloud Form
- 4 Curing
- 5 Soaring
- 6 Fire Resistance



- 7 Invisibility
- 8 Quickness
- 9 Fire Breath
- 10 Miraculous Cure
- 11 Bravery
- 12 Changing Form

Notes

The Broken Back Tunnel is dimly lit by oil lanterns set on small shelves in the West wall (North wall on the side passages) every 100 feet. The Broken Back Tunnel is always 20 feet wide and 12 feet high. The walls, floors, and ceiling are always smooth with a 30% chance of being slightly damp and slippery. A slippery floor will reduce Armor Class by 1.

Sterling Valley

As Brutus and Bluto (or your two Half-Orcs) cut across Sterling Valley, all that is needed is the following Encounter Table and the Terrain Map of the Area.

Sterling Valley Encounter Table

Use this Table until the Half-Orcs reach as far south as the Pebble Creek or as far east as the Green Forest. Check for Encounters every Morning, Noon, Evening, and Night - 17% chance

- 01 - 05 1 Brown Bear
- 06 - 12 1 - 2 Black Bears
- 13 - 21 1 Badger
- 22 - 30 3 - 18 Ducks, 65% in flight

- 31 - 41 2 - 12 Geese, 70% in flight
- 42 - 49 1 Bear, 1 - 4 Sows, and 0 - 4 Sounders
- 50 - 59 1 - 8 Gnomes, 1st - 4th Level Fighter, Club and Shortbow, 50% No Armor, 50% Ring Mail Armor
- 60 - 68 1 - 6 Gnomes, 1st - 3rd Level Thief/1st - 2nd Level Illusionist, Club and Sling, No Armor
- 69 - 73 1 - 4 Mountain Dwarves, 1st - 4th Level Fighter, Battle Axe and Spear, Chainmail Armor
- 74 - 81 1 - 3 Gnomes and 1 - 3 Hill Dwarves, all 1st - 3rd Level Thief/1st - 3rd Level Fighter, Club and Sling, 50% No Armor, 50% Leather Armor
- 82 - 85 1 - 3 Gnomes and 1 - 3 Mountain Dwarves, all 1st - 4th Level Fighter. Gnomes: Club and Shortbow; Mountain Dwarves: Battle Axe and Shortbow. All Chainmail Armor
- 86 - 93 1 - 3 Gnomes and 1 - 3 High Elves, all 1st - 4th Level Fighter. Gnomes: Club and Shortbow; High Elves; Longbow and Longsword. All No Armor
- 94 - 99 1 - 3 Gnomes and 2 - 5 Hairfeet. Gnomes: 1st - 3rd Level Fighter, Club and Sling; Hairfeet: 0 - 1st Level Fighter, Sling and Hand Axe. All No Armor
- 100 1 - 4 Orcs: 1 HD; Footman's Mace and Hammer; Studded Leather Armor and Shield; from The Bloody Smasher Tribe.

Special Encounter

The first encounter after leaving The Broken Back Tunnel will take place not more than one hour's travel from the South Entrance. This encounter is over and above any other encounters that may happen at about the same time.

The characters to be encountered are Ratlo the Orc and Tark the Ogre, both of the Iron Spear Tribe, and, therefore, friendly with Brutus and Bluto (or your two Half-Orcs), but not before the Pass Phrases have been exchanged correctly. Ratlo and Tark are detailed at the back of this adventure setting. They were on a Raiding Party over the Broken Back Mountain, but all the others, 30 Orcs and 3 Ogres, were killed by falls or by Dwarf Patrol Groups. Ratlo and Tark have been hiding out ever since (3 months), afraid to go anywhere alone.

The Green Forest

As Brutus and Bluto (or your two Half-Orcs) leave the Sterling Valley area and enter the Green Forest area, all that is needed is the following Encounter Table and the Terrain Map of the area.

The Green Forest Encounter Table

Use this table until the Half-Orcs reach the hills east of the Pebble Creek. Check for Encounters every Morning, Noon, Evening, Night, Mid-Night, and Pre-Dawn - 17% chance

- 01 - 06 1 Brown Bear
- 07 - 12 1 - 2 Hippogriffs
- 13 - 19 1 - 2 Black Bears
- 20 - 28 1 Stag and 4 - 8 Deer
- 29 - 37 5 - 20 Turkeys
- 38 - 46 3 - 18 Ducks, 40% in flight
- 47 - 54 2 - 12 Geese, 50% in flight
- 55 - 66 1 - 6 High Elves, 1st - 3rd Level Fighter, Longbow and Longsword, No Armor
- 67 - 74 1 - 3 High Elves and 1 - 3 Gnomes, all 1st - 3rd Level Magic User/Illusionist, Staff, No Armor
- 75 - 90 1 Half-Elf, 2nd - 5th Level Ranger, Longbow and Longsword, No Armor
- 91 - 96 1 - 3 High Elves and 2 - 5 Hairfeet. High Elves: 1st - 3rd Level Magic User/1st - 4th Level Thief, Longsword and Sling; Hairfeet: 0 - 1st Level Fighter, Sling and Hand Axe. All No Armor
- 97 - 99 1 - 2 Wood Elves, 1st - 4th Level Fighter, Spear, No Armor
- 100 1 - 4 Giant Ticks: 2 HD



Special Encounter

On the way back to their home after the Spear has been won (or lost), the first Encounter indicated by the die roll shall be with the two characters outlined below instead of the normal Encounter. In any case, this Encounter will happen before the Half-Orcs leave this area.

Ellardon, Half-Elf Ranger (6th LVL)/Magic User (6th Level); STR: 13, INT: 15, WIS: 15, CON: 15, END: 16, STA: 16, DEX: 15, AGL: 15, SPD: 13, CHA: 13, LED: 14, LCK: 12; 35 HTK; No Armor; Longbow (+1 to Hit) with 10 Arrows (+1 to Hit and Damage).

Jaramiah Oak, Half-Elf Druid (6th Level); STR: 12, INT: 12, WIS: 16, CON: 13, END: 12, STA: 14, DEX: 11, AGL: 10, SPD: 14, CHA: 17, LED: 16, LCK: 11; 35 HTK; No Armor; Spear (+2 to Hit and Damage).

The Pipeweed Hills

As Brutus and Bluto (or your two Half-Orcs) leave the Green Forest area and enter the Pipeweed Hills area, all that is needed, until Angus McFarley's residence is reached, is the following Encounter Table and the Terrain Map of the area.

The Pipeweed Hills Encounter Table

Use this Table the entire time spent within the Pipeweed Hills. Check for Encounters every Morning, Noon, Evening and Pre-Dawn - 17% chance.

- 01 - 05 3 - 12 Wild Dogs
- 06 - 09 2 - 20 Turkeys
- 10 - 13 3 - 18 Ducks, 60% in flight
- 14 - 20 2 - 12 Geese, 70% in flight
- 21 - 27 1 Hairfoot Farm with family: 4D4 0 Level, with 3 - 8 pet dogs and numerous small farm animals
- 28 - 34 1 Stag with 4 - 8 Deer
- 35 - 41 1 - 3 Rabbits
- 42 - 48 1 - 3 Raccoons
- 49 - 55 1 - 3 Opossum
- 56 - 60 2 - 5 Sprites: 1 HD, Sprite-swords and Sprite-bows, No Armor
- 61 - 79 Hairfoot Patrol: 7 - 10 0 Level, Shortbow and Hand Axe, Leather Armor. Maximum of 20; see Barrack B in Angus McFarley's Residence
- 80 - 86 1 - 6 Hairfeet and 1 - 3 High Elves. Hairfeet: 1 - 1st Level Fighter, Shortbow and Hand Axe; High Elves: 1st - 3rd Level Magic User, Staff. All No Armor
- 87 - 92 1 - 3 Hairfeet and 1 - 3 Gnomes. Hairfeet: 0 - 1st Level Fighter, Sling and Hand Axe; Gnomes: 1st - 3rd Level Fighter, Sling and Club. All No Armor
- 93 - 96 1 - 4 Hairfeet and 2 - 3 Sprites. Hairfeet: 0 - 1st Level Thief, Sling and Club; Sprites: 1 HD, Sprite-sword and Sprite-bow. All No Armor
- 97 - 99 1 - 3 High Elves, 1 - 3 Hairfeet and 2 - 3 Sprites. High Elves: 1st - 3rd Level Magic User, Staff; Hairfeet: 0 Level, Sling; Sprites: Sprite-sword and Sprite-bow. All No Armor
- 100 1 - 3 Hairfeet and 1 - 4 Hill Dwarves. Hairfeet: 0 - 1st Level Thief, Sling and Club; Hill Dwarves: 1st - 3rd Level Thief, Broadsword and Sling. All No Armor

On The Way Back Home

Use the Encounter Tables in reverse order all the way to the Broken Back Tunnel. Then traverse the Tunnel from south to north, adding 2 Privates to each Guard Patrol and Guard Station.

Once the North Entrance has been exited, the Quest is virtually over!

The Residence of Angus McFarley All are Halflings unless otherwise noted

The Gate: The front, and only, entrance to McFarley's residence is closed by two iron portculli; the mechanism for raising and lowering is on the inside wall. Standing guard at all times will be two Corporals: 0 LVL, 7 HTK, Chainmail and Shield, Broadsword and Dagger.

The Wall: The wall surrounding McFarley's residence is constructed of stone blocks and is 10' wide and 20' high. Patrolling the walls at all times will be 1 Sergeant: 1st LVL Fighter, 11 HTK, Chainmail armor, Shortbow with quiver of 20 Arrows and Short Sword, and 7 Privates: 0 LVL Fighters, all 5 HTK, Padded Armor, Shortbow with quiver of 12 Arrows and Short Sword. These Hairfeet are usually stationed one to a wall, with the Sergeant dividing his time between the "Gate Wall" and patrolling the other walls.

P Patrol Barrack: Here are housed the 2 Sergeants and 20 Privates that make up the Outside Patrol (see Encounter Table for the Pipeweed Hills). The number of Hairfeet here depends on how many have been killed beforehand. In any case, there is a 50% chance that 7 - 10 Privates will be out on Patrol and so will not be here. The 2 Sergeants are 1st Level Fighters, both 11 HTK, wearing Leather Armor and carrying a Short Bow, with a quiver of 20 Arrows, and a Hand Axe. The 20 Privates are all 0 Level Fighters with 5 HTK, wearing Padded Armor and carrying a Short Bow, with a quiver of 12 Arrows, and a Hand Axe.

PG1 Common Room.

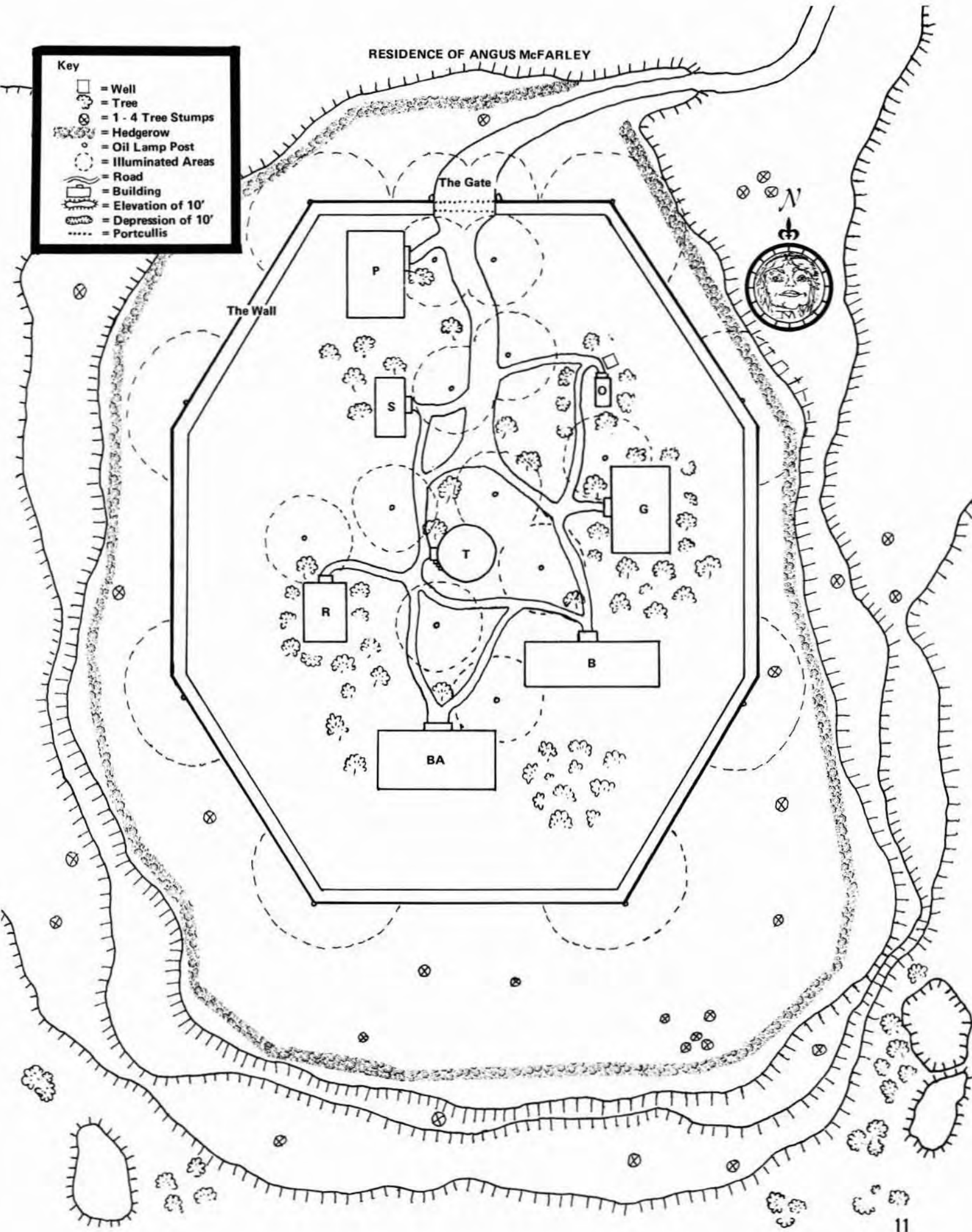
PG2 Weapons and Armor Store Room.

PG3 Tools, Clothes, and Equipment Store Room.

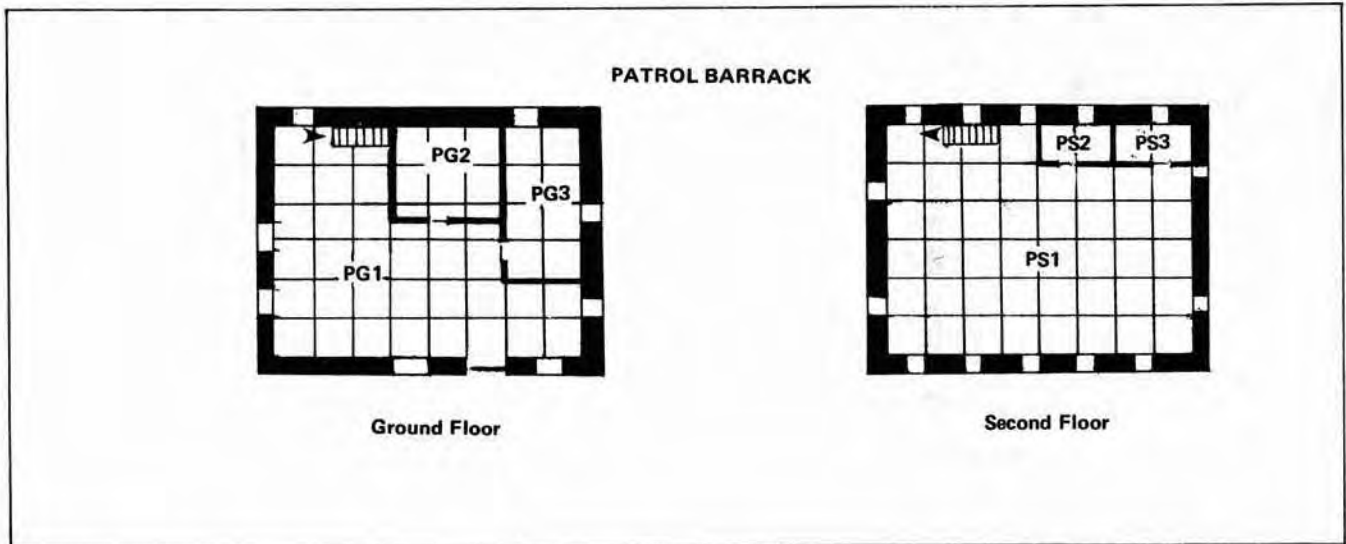
RESIDENCE OF ANGUS McFARLEY

Key

- = Well
- ☼ = Tree
- ⊗ = 1 - 4 Tree Stumps
- ⊘ = Hedgerow
- = Oil Lamp Post
- ⊙ = Illuminated Areas
- = Road
- ▭ = Building
- ⊕ = Elevation of 10'
- ⊖ = Depression of 10'
- ⋯ = Portcullis



- PS1 Bunk Room: 11 sets of bunkbeds with 20 clothes chests.
- PS2 Sergeant's Bedroom.
- PS3 Sergeant's Bedroom.



- S Showers: This building provides sanitary showering facilities. There is a 30% chance that 1 - 2 Hairfeet will be here (take from anywhere), and a 10% chance that Beletar (see The Tower), Arlana (see The Guesthouse), or Angus, himself (see The Research House), will be here (choose randomly). Of course, anyone here will **not** be in armor, will **not** have any weapons handy, and will **not** have initiative!
- O Outhouse: This is a very normal outhouse. There are 5 stalls within, each with an unboltable half-door. There is a 25% chance that a Hairfoot is here (take from anywhere) and a 10% chance that Beletar, Arlana, or Angus will be here (choose randomly). As in the showers, anyone here will definitely be at a disadvantage.

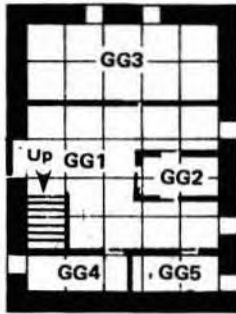


- G Guesthouse: Here, visitors are welcome. Currently staying here is Angus' Human girl friend, Arlana, 4th Level Illusionist, 8 HTK, No Armor, Dagger, STR: 7, INT: 17, WIS: 10, CON: 8, END: 7, STA: 9, DEX: 17, AGL: 17, SPD: 14, CHA: 17, LED: 14, LCK: 10. Arlana wears the following Elven jewelry: 1 Silver and Emerald Necklace valued at 3,500 GP, 3 Silver Rings valued at 400 GP each, and 1 Silver Armband with 3 Emeralds valued at 6,000 GP.
- GG1 Entranceway: Decorated with tapestries of Halfling festivals.
- GG2 Cleaning Equipment Storage Room: Full of brooms, mops, buckets, etc.
- GG3 Kitchen: Fully equipped with expensive foods and wines.
- GG4 Small Bedroom: For the use of hireling or henchman, it is presently empty.

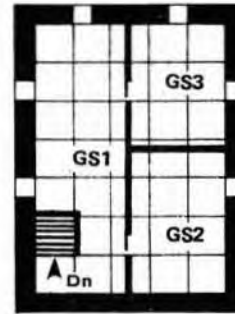


- GG5 Small Bedroom: For hiring or henchman, this room is empty except for an unmade bed and an empty clothes chest.
- GS1 Hallway: Decorated with tapestries depicting Elven festivals.
- GS2 Large Bedroom: Empty except for a large bed and an empty clothes chest.
- GS3 Large Bedroom: Arlana will be here unless encountered elsewhere. If she is here, the alarm has not been sounded, and it is past midnight; she will then be sleeping.

GUESTHOUSE

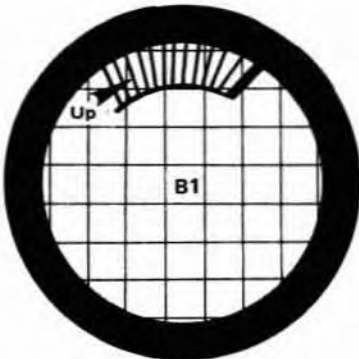


Ground Floor

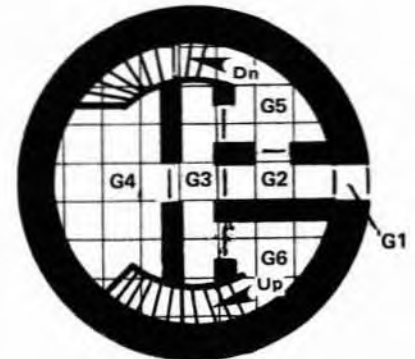


Second Floor

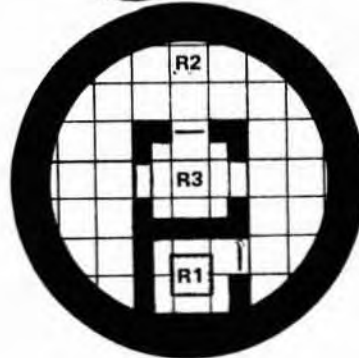
TOWER



BASEMENT



GROUND FLOOR



ROOF



SECOND FLOOR

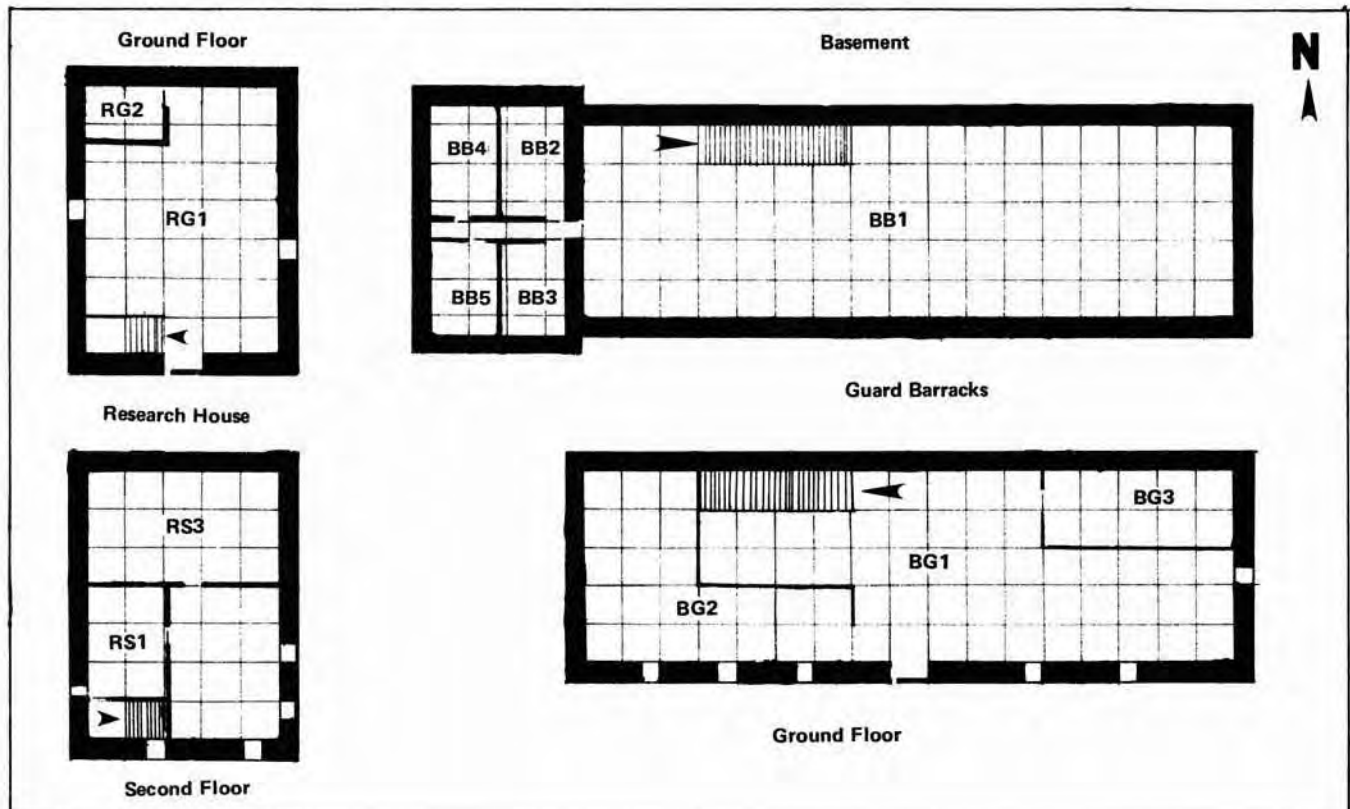


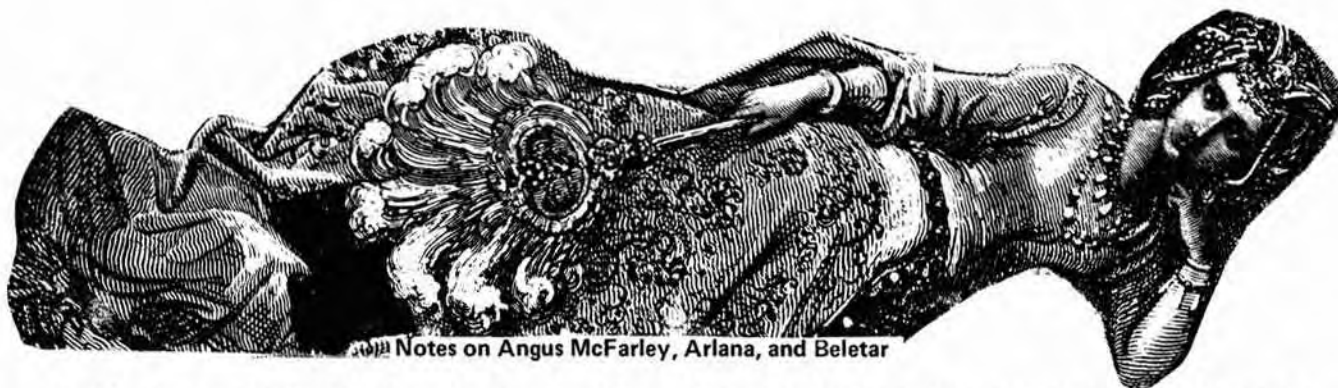
TRAP DOOR

- T Tower: This is McFarley's Tower, but he isn't here. In fact, he is almost never here. Most of the time he is in his Research House, which is where he will be when the Half-Orcs arrive.
- G1 Main (and the only mundane) Entrance: Standing guard on the inside are 2 Privates, both 0 Level Fighters with 6 HTK, wearing Chainmail armor and each carrying a Spear and Morning Star.
- G2 Inner Hallway: Decorated with tapestries depicting Halflings battling Orcs.
- G3 Main Closet Storage Room: Contains brooms, dust mops, wet mops, etc.
- G4 Kitchen: Fully equipped with imported foods and liquors.
- G5 Stairwell down: Tapestries on the walls depict Dwarves forging weapons.
- G6 Stairwell up: Tapestries on the walls depict Elves hunting stags.
- B1 Basement Storage Area: Mainly alchemical equipment.
- S1 Second Floor Landing: Standing guard is 1 Private, a 0 Level Fighter with 6 HTK, wearing Leather armor and carrying a Spear and a Dagger.
- S2 Treasure Guard Room: Standing guard over the treasure in S3 are two Corporals, both 0 Level Fighters with 7 HTK, wearing Chainmail and carrying a Shield, a Broadsword, and a Dagger.
- S3 Treasure Room: Here is kept all the monetary treasure of Angus McFarley. Within 4 large, locked, wood-and-iron chests are 2,066 CP, C,169 SP, 11,633 GP, 673 PP, and a pouch of 22 Eye Agates, each worth 10 GP.
- S4 Stairwell up and a Small Sitting Room.
- T1 Third Floor Landing and Small Sitting Room.
- T2 Roof Ladder-way: Here, standing guard, are 2 Privates, both 0 Level Fighters with 6 HTK, wearing Leather armor and carrying a Broadsword and Dagger. In one corner of the room stand two Shortbows and four quivers of 20 Arrows each.
- T3 Master Bedroom: Here sleeps Angus McFarley, Protector of Pipeweed Hills, Warden of the Spear of Darkness. The room, though small, is luxuriously furnished with the finest tapestries, giant ram shag rugs, an overstuffed easy chair of suede, and a masterfully-carved mahogany bed. Under the bed is an ornately carved, oak-and-silver chest. The chest is both mundanely and magically locked. Some sort of opening spell will be needed to open it once the mundane lock has been bypassed. In the chest are many semi-worthless bits of memorabilia, odds and ends and bits of things: all sentimental junk.
- R1 Rooftop Access Room: The trap door in the floor leads up into this small, all-purpose room. Hanging on hooks set in the walls are 6 quivers of 20 Arrows each, 2 Shortbows, a quiver of 6 Javelins, a large sack with 7 flasks of oil, and 2 brooms.
- R2 Roof: Here are stationed 1 Sergeant and 3 Privates. From this vantage point, they can see much of the terrain for most of a mile in every direction. However, because of the peaceful disposition of the whole area (no one has ever attacked this fortification), these Hairfeet will probably be playing Knucklebones (75% chance) instead of keeping a watch. The Sergeant is a 1st Level Fighter with 11 HTK, wearing Chainmail armor and carrying a Shortbow, with a quiver of 20 Arrows, and a Hand Axe. The 3 Privates are all 0 Level Fighters with 6 HTK, wearing Leather armor and each carrying a Shortbow, with a quiver of 12 Arrows, and a Hand Axe.
- R3 Captain's Room: Here, Beletar Eagle-Eye sleeps and works. Beletar, an Elf, is Angus' best friend. Most of his time is spent here when he is on duty, and, for simplicity's sake, he will be here when the Half-Orcs arrive. Beletar is a 4th Level Fighter/3rd Level Magic User with 29 HTK, No Armor, and carrying a Longbow, with a quiver of 20 Arrows, and a Longsword. He is: STR:13, INT: 15, WIS: 12, CON: 10, END: 11, STA: 11, DEX: 16, AGL: 15, SPD: 14, CHA: 14, LED: 16, LCK: 10.
- R Research House: Here is where Angus spends most of his time, puttering about, and attempting many wild and improbable experiments. He is here now, with his Hairfoot Alchemist Assistant, attempting to create a Super-Youth Potion.



- RG1** Laboratory: This room is chock full of tables and glassware. Any melee here will be at -2 to hit because all the tables and glassware are in the way. Angus is here, at about the middle of the room, reading several alchemical text scrolls. He is an 11th Level Magic User with 22 HTK who does not wear armor but carries a Dagger. He is: STR: 9, INT: 16, WIS: 12, CON: 9, END: 8, STA: 10, DEX: 10, AGL: 9, SPD: 9, CHA: 13, LED: 13, LCK: 8. In a secret compartment in the floor, triple-locked and magically locked, is the Spear of Darkness. It is in a rough, maple box that has been nailed shut. A warning in Halfling, Elven, Gnomish, and Dwarven states, "Do Not Open - Danger."
- RG2** Storage Room: Here is stored much of the chemicals Angus uses for his experiments.
- RS1** Sitting Room: Here is a small sitting room which Angus uses for meditation.
- RS2** Storage Room: Here are stored all the alchemical equipment and alchemical texts that Angus uses.
- RS3** Assistant's Room: Here sleeps Angus' Hairfoot Assistant. When the Half-Orcs arrive, he will be here, snoozing. However, any loud noise will awaken him. He is a 0 Level Fighter with 5 HTK, No Armor, and carrying a Dagger.
- B** Guard Barrack: Here sleep all the Hairfeet that are stationed within the walls of this complex. Currently, all of the off-duty Hairfeet are here.
- BG1** Common Room: Two Hairfoot Privates are here, smoking pipes and shooting the bull. They are both 0 Level Fighters with 5 HTK, No Armor, and each carrying a Shortsword.
- BG2** Kitchen: This is a fully equipped kitchen where a 0 Level Hairfoot Fighter is munching out. He has no armor, and is carrying a Dagger.
- BG3** Arms and Armor Storage: Here are kept several sets of spare armor and weapons.
- BB1** Bunk Room: Here sleep all the Hairfeet. There are 20 bunk beds here, each with 2 clothes chests at the foot. Currently, there are 8 Privates here, all 0 Level Fighters with 5 HTK, No Armor, and Shortswords.
- BB2 - BB5** Sergeants' Rooms: Within each room reside 2 Sergeants; however, none are here at the time. Either they are working or they are at the Halfling settlement.
- BA** Barn: A normal barn in all aspects, this one contains 2 work ponies, Angus' riding horse (13 HTK), and all kinds of mundane tools and equipment.





Notes on Angus McFarley, Arlana, and Beletar

As this adventure setting is designed to be used with many role-playing systems, it is not appropriate to list the spells available to the Magic Casters because each system has its own spells. Therefore, no spells have been listed. It is up to the Judge to decide what spells should be available to each spell caster. As a guideline, Angus should not have a full complement of spells, as he is not expecting any trouble. However, do not make him overly weak as most of the personnel here are not powerful at all. Arlana should have only one offensive spell, but Beletar should have a full complement of offensive spells.

Listed below are the two Half-Orcs, and the Orc and Ogre that they will meet.

Bluto Quag: 5' 8" tall, 182 pounds, 24 years old, 6th Level Fighter, 59 HTK, STR: 18, INT: 9, WIS: 7, CON: 17, END: 17, STA: 16, DEX: 8, AGL: 9, SPD: 10, CHA: 7, LED: 9, LCK: 16. Wears +2 Ring Mail Armor and fights with a +2 Footman's Pick and a Hammer.

Brutus Wart: 5' 5" tall, 148 pounds, 33 years old, 6th Level Assassin, 32 HTK, STR: 14, INT: 14, WIS: 6, CON: 15, END: 14, STA: 16, DEX: 16, AGL: 15, SPD: 12, CHA: 5, LED: 7, LCK: 15. Wears +2 Leather Armor and fights with a +2 Military Fork and a Light Crossbow with a quiver of 12 quarrels.

Ratio: Orc, 2 HD, 12 HTK, wears Ring Mail armor and has a Holy Water Sprinkler (as Morning Star) and Hand Axe.

Tark: Ogre, 5 HD, 31 HTK, wears no armor and fights with a Footman's Mace.

Spear of Darkness

The Spear is +4 to Hit and +4 to Damage, with double weapon damage versus Elves. It emits a *Sphere of Darkness*, 20 feet in diameter that can be cast upon any object or being and will last 1 - 100 minutes. Range equals 100 yards. **Special Power:** When polished with the blood of a freshly killed (less than 1 hour) Elf, the Spear of Darkness can, upon command, emit a *Black Ray* which will send any object or being that fails to make a Saving Throw into an inter-dimensional time/space continuum from which it should be nearly impossible to return without help. The Saving Throw equals the average of all abilities or less on 3D6 + 6 or 4 or less for objects on 3D6. Magic Bonuses apply in both cases. This Special Power can be used twice within 24 hours of charging (polishing with Elf blood), but the Spear can only be charged once every 24 hours. Extra charging has no effect except to make the Spear "shine with a darker light," which is inconsequential as a light source and not normally visible by non-Orcs.

Miscellaneous Mundane Item Table

Whenever miscellaneous items are needed, roll on this table, ignoring results that do not jibe.

1	Flask of Oil (1 Pint)	18	Small Sack	35	Metal Chisel
2	Needle, Thread, and 1 - 4 Patches	19	1 - 3 Incense Sticks	36	Rock Chisel
3	Small Silver Mirror	20	3 - 18 Bandages	37	Mining Hammer
4	Prayer Beads	21	2 - 9 Buds of Garlic	38	1 - 6 3" Sections of Rope
5	1 - 6 Wax Candles	22	2 - 9 Sprigs of Wolfbane	39	Bone Scroll Case
6	Tinder Box with Flint and Steel	23	1 - 6 Sprigs of Belladonna	40	1 - 10 Pieces of Parchment
7	10 Feet of Rope (500 lb. test)	24	Package of 1 - 6 Sausages	41	1 - 3 Pieces of Vellum
8	1 - 3 Torches	25	Bottle of Whiskey (1 Quart)	42	Crude Map of the Area
9	Bottle of Beer (1 Quart)	26	½ - 1 Pound of Cheese	43	1 - 6 Oil Rags
10	Bottle of Wine (1 Quart)	27	1 - 2 Apples	44	Extra Set of Clothes
11	1 - 6 Iron Spikes	28	1 - 2 Pears	45	Blanket
12	1 - 2 Wood Stakes	29	1 Lucky Gold Piece	46	Hacksaw
13	Small Iron Box	30	1 - 2 Flasks of Holy Water	47	Keyhole Saw
14	Small Wood Box	31	Knife	48	Wire Cutters
15	Leather Scroll Case	32	Silver Ring (50 - 100 GP)	49	Crowbar
16	1 - 6 Quills	33	Metal File	50	Pliers
17	Bottle of Ink (2 Ounces)	34	Scarf or Bandanna		



- 51 Small Bag of Berries
- 52 ½ - 1 Pound of Salt
- 53 Wood Mallet
- 54 Empty Waterskin
- 55 Empty Small Pouch
- 56 Cap or Hat
- 57 1 - 3 Sprigs of Mistletoe
- 58 1 - 3 Personal Letters
- 59 Flute
- 60 Silver Bell (Hand-size, 50 - 1,600 GP)
- 61 Deerskin Gloves
- 62 Straight Razor
- 63 Bottle of Mead (1 Quart)
- 64 Flask of Oil (1 Quart)
- 65 Vial of Acid (8 Ounces)
- 66 Small Pouch of Pepper
- 67 Large Pouch of Pipeweed and Smoking Pipe
- 68 Tweezers
- 69 Small Wooden Bowl
- 70 Crystal Prism
- 71 Awl
- 72 Cologne
- 73 Whetstone
- 74 Comb and Brush
- 75 Small Pouch of Tea



- 76 Wooden Plate
- 77 Wooden Spoon
- 78 Knucklebones
- 79 Playing Cards
- 80 Mug
- 81 50 - 100 Feet of Twine
- 82 1 - 6 Pelts (Muskrat, Beaver, or Fox)
- 83 Extra Dagger
- 84 Tin Whistle
- 85 Small Sack with 1 - 10 Pounds of Salted Meat
- 86 Small Sack with 1 - 10 Pounds of Nuts and Berries
- 87 3-Minute Hourglass
- 88 1 - 6 Hippogriff or Griffon Feathers
- 89 1 - 6 Silver Arrowheads
- 90 Fishing Line and 1 - 6 Hooks
- 91 Pair of Manacles
- 92 Copper Medallion with a symbol of a Mythical Beast
- 93 1 - 3 Small Lodestones
- 94 Hooded Lantern
- 95 Brass Oil Lamp
- 96 A Reward Poster
- 97 1 - 3 Loaves of Bread
- 98 Small Sack with 1 - 10 Pounds of Beans
- 99 1 - 4 Horseshoes
- 00 1 Empty Potion Flask



QUESTA FOR THE BOOK OF ANCESTRY

This story begins with Druidess Daisy Longweed summoning two of the most famous Halflings of the area to a special meeting. The two Halflings, Rudigar Bywater and Bosco Roundgrape (or two Halflings from your campaign), are asked to retrieve an item stolen by the Goblins of the Blood-Drinkers Tribe. These Goblins raided Longweed's grove settlement and made off with various items of small monetary value and an ancient Halfling book - **The Book of Ancestry**. To the Halflings of the area, the Book is priceless because it is the original copy of all the family trees of the Halflings of this area.

Needless to say, Rudi and Bosco (or your two Halflings) accept the quest. The necessary preparations are made; Rudi and Bosco are supplied with one month's food, a pony each, and whatever else the players want (mundane items only).

The Blood-Drinkers Tribe has several settlements, but it is believed that the Book was taken to the main settlement, where Chief Shaman Zargut resides. This settlement is over 50 miles away, in the Dark Woods. The courageous Halflings will be escorted to the edge of the Woods by a troop of 20 Halfling Shortbowmen and Druidess Longweed.

Longweed will then give Rudi and Bosco two gifts to help them on their quest. These gifts are one jar of Healing Ointment and two pinches of Powder of Invisibility.

Judge's Notes

I have designed this adventure for Halflings only because I have found that, in most adventure settings, the Halfling Fighter has a heck of a time just staying alive and out of the way of the Human Fighters. Here is a chance for the Halflings to do it on their own, without help from "the Big People." All spells and magic items are detailed at the end of this scenario, as well as all monsters and NPCs.

Time is important in this adventure for two reasons. First, the Halflings might arrive on the night of a New Moon, in which case the Goblins will be conducting worship services to their god (the first night spent in the Dark Woods will be a night of a New Moon, and 28 days later will be another). Secondly, eventually, Chief Shaman Zargut will realize that the Book of Ancestry is of no use to him, and he will destroy it. The Book will arrive at the Goblin Caves on the 10th day after Rudi and Bosco enter the Dark Woods. Beginning 5 days later, Chief Shaman Zargut will begin to rip out pages of the Book (1 - 6 per day) as he becomes frustrated in his attempts to understand the writings. After 9 days, he will have a 1% cumulative chance per day of throwing the whole Book into a fire and, thereby, destroying it.

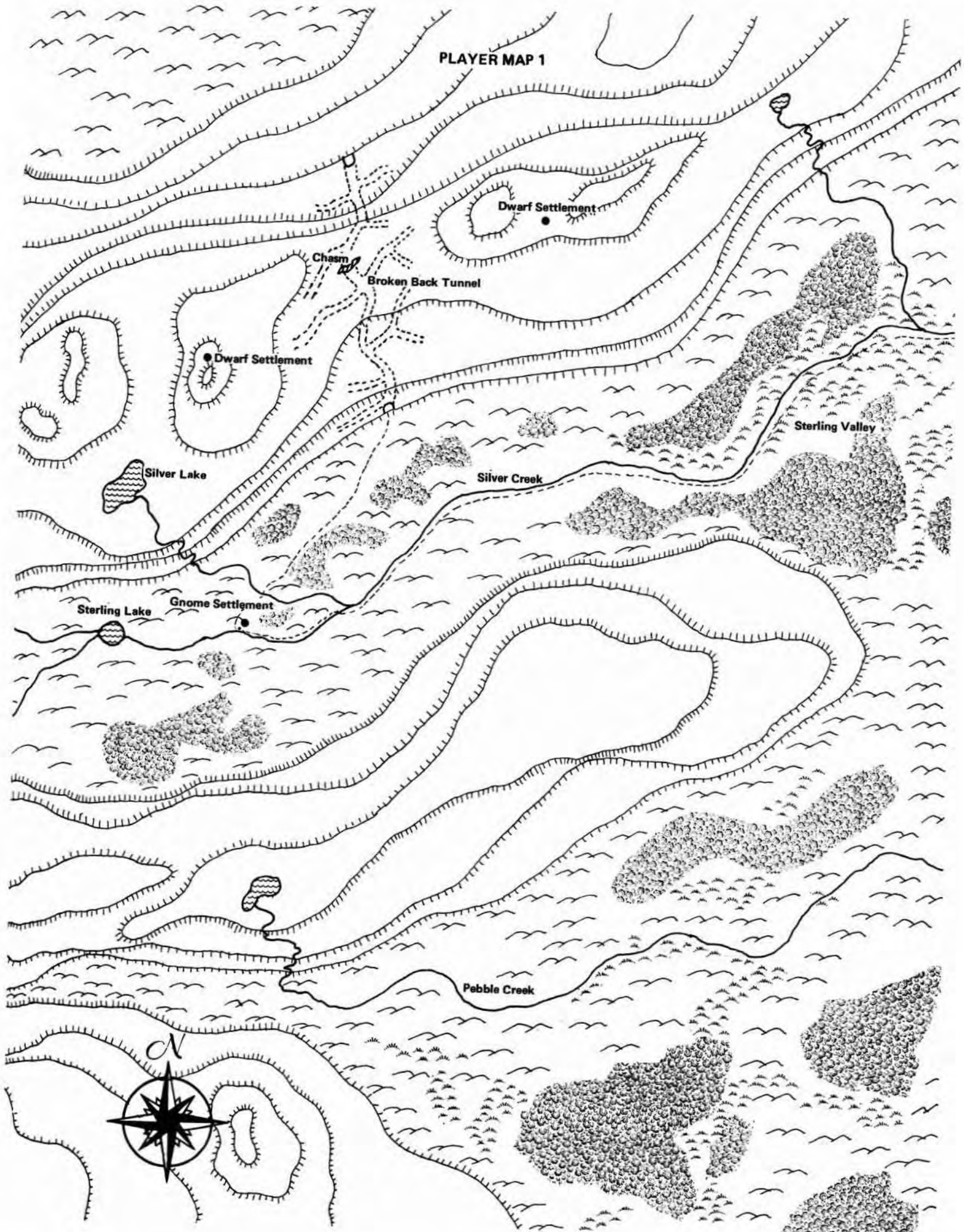
Before beginning play, familiarize yourself with this setting, especially with Chief Shaman Zargut and the Goblin Caves. Good Luck, and may the Book be returned!

	STR	INT	WIS	CON	END	STA	DEX	AGL	SPD	CHA	LED	LCK
Elmar Wallcott	12	9	11	15	13	12	15	13	11	9	5	9
Loretta	9	15	9	9	9	9	14	12	13	8	13	12
Rocky Rockford	18	10	12	18	18	18	10	9	7	13	14	15
Female Halfling Prisoners												
Number 1	12	9	13	17	13	15	15	11	9	17	3	11
Number 2	8	7	11	14	10	12	13	16	10	15	5	9
Number 3	11	12	9	17	12	14	12	12	10	18	3	11
Female Gnome Prisoner	8	17	12	16	12	13	17	16	7	14	11	10
Male Gnome Prisoner	9	9	9	14	11	12	17	17	7	9	9	8
Human Prisoner	18	5	6	15	17	16	6	7	10	6	4	5

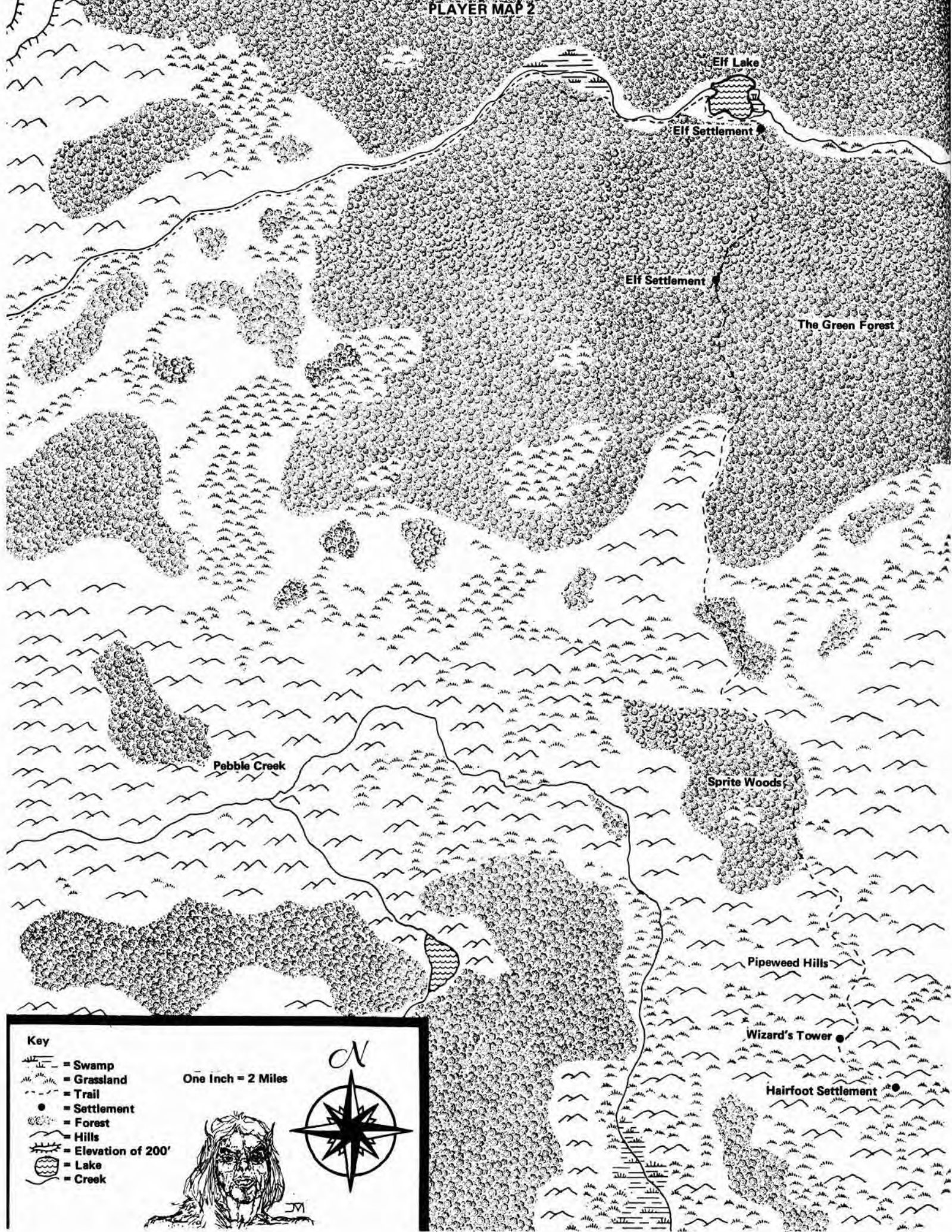
Directions for The Players

The players will be instructed by Druidess Longweed to follow the Dark Trail all the way to the Goblin Caves. They will be told that time may be an important factor, but nothing more. They will also be told that the Dark Woods are dangerous and full of Goblins, Ogres, Thieves, and bandits.

PLAYER MAP 1



PLAYER MAP 2



Elf Lake

Elf Settlement

Elf Settlement

The Green Forest

Pebble Creek

Sprite Woods

Pipeweed Hills

Wizard's Tower

Hairfoot Settlement

- Key
- = Swamp
 - = Grassland
 - = Trail
 - = Settlement
 - = Forest
 - = Hills
 - = Elevation of 200'
 - = Lake
 - = Creek

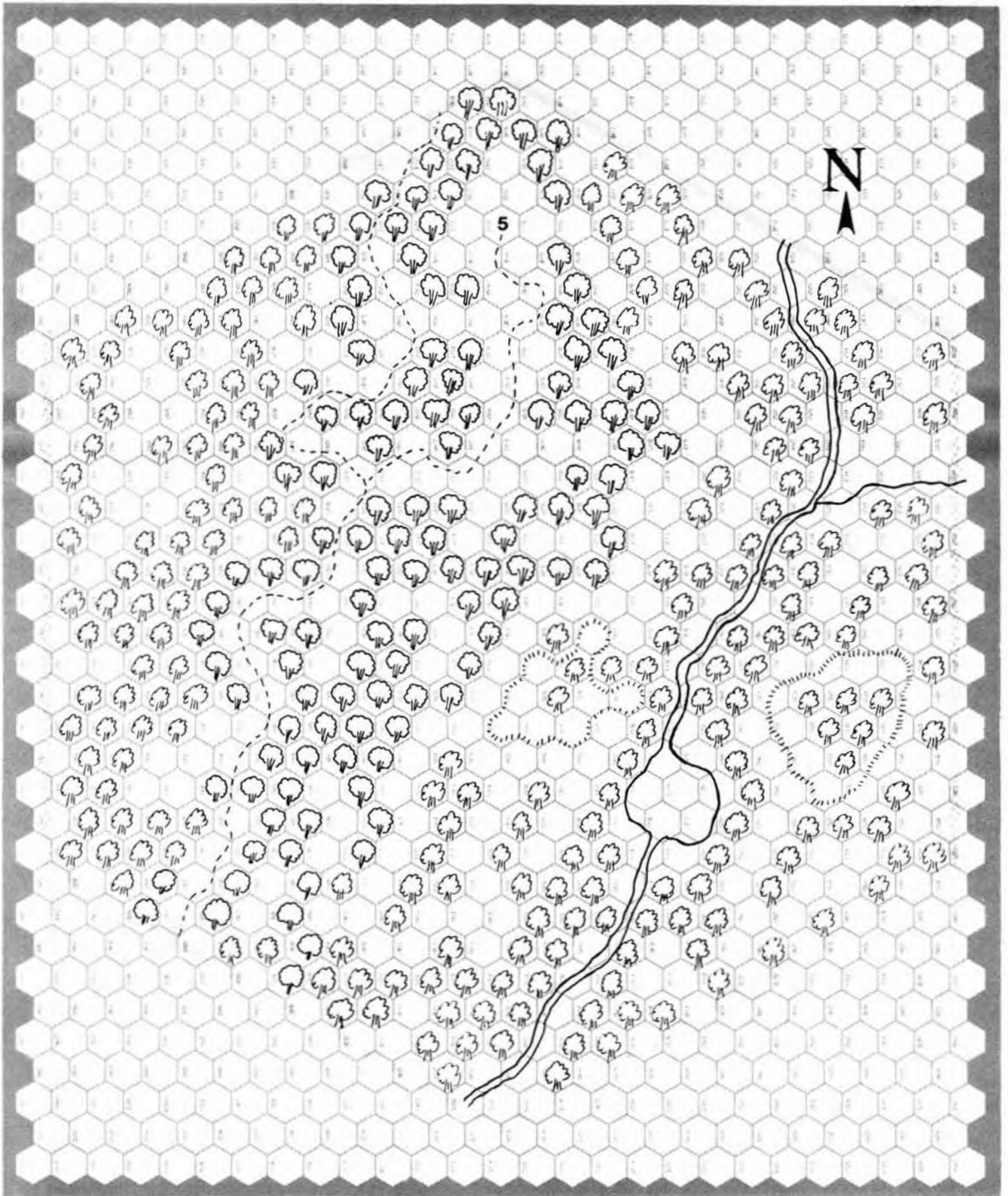
One Inch = 2 Miles

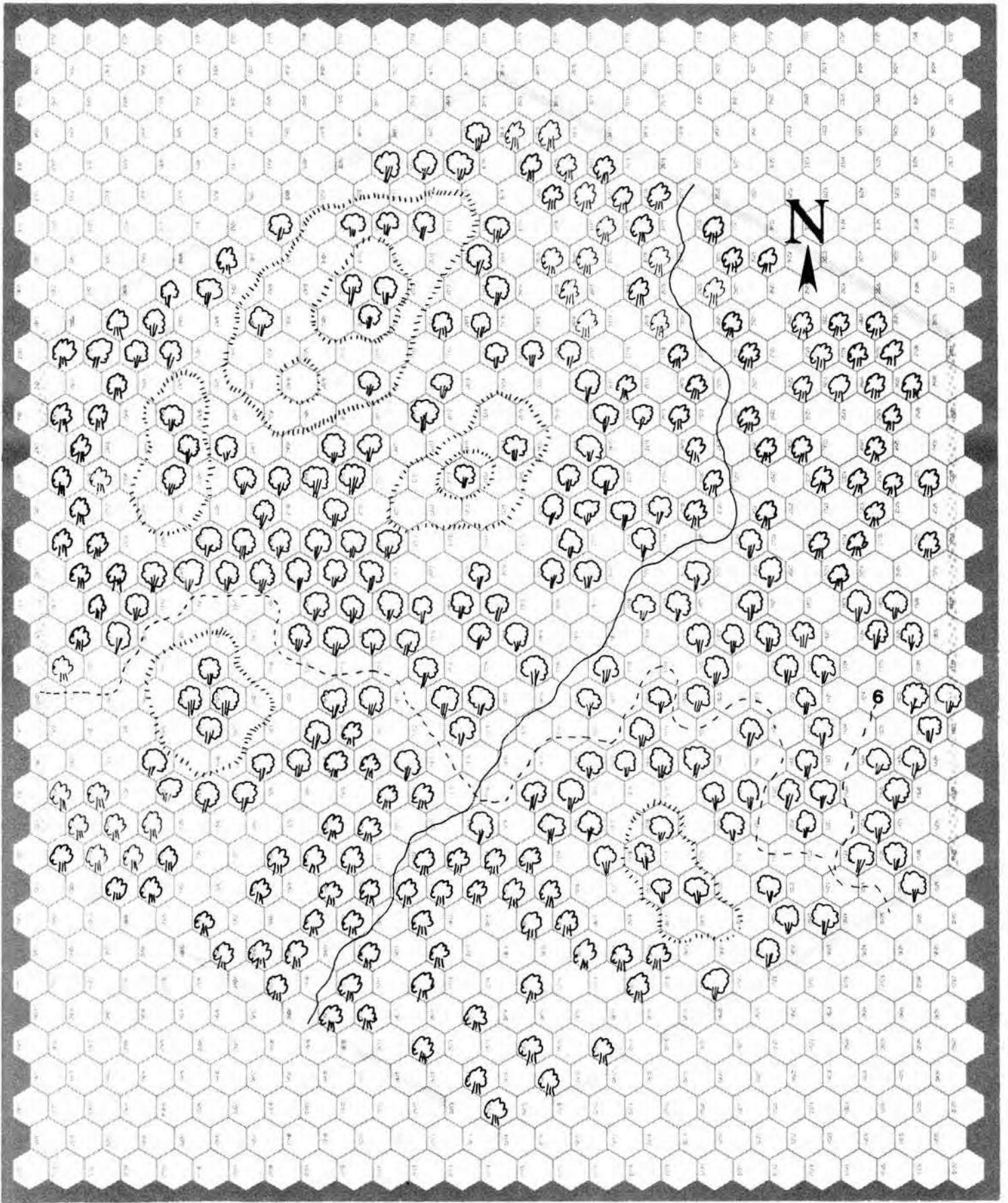


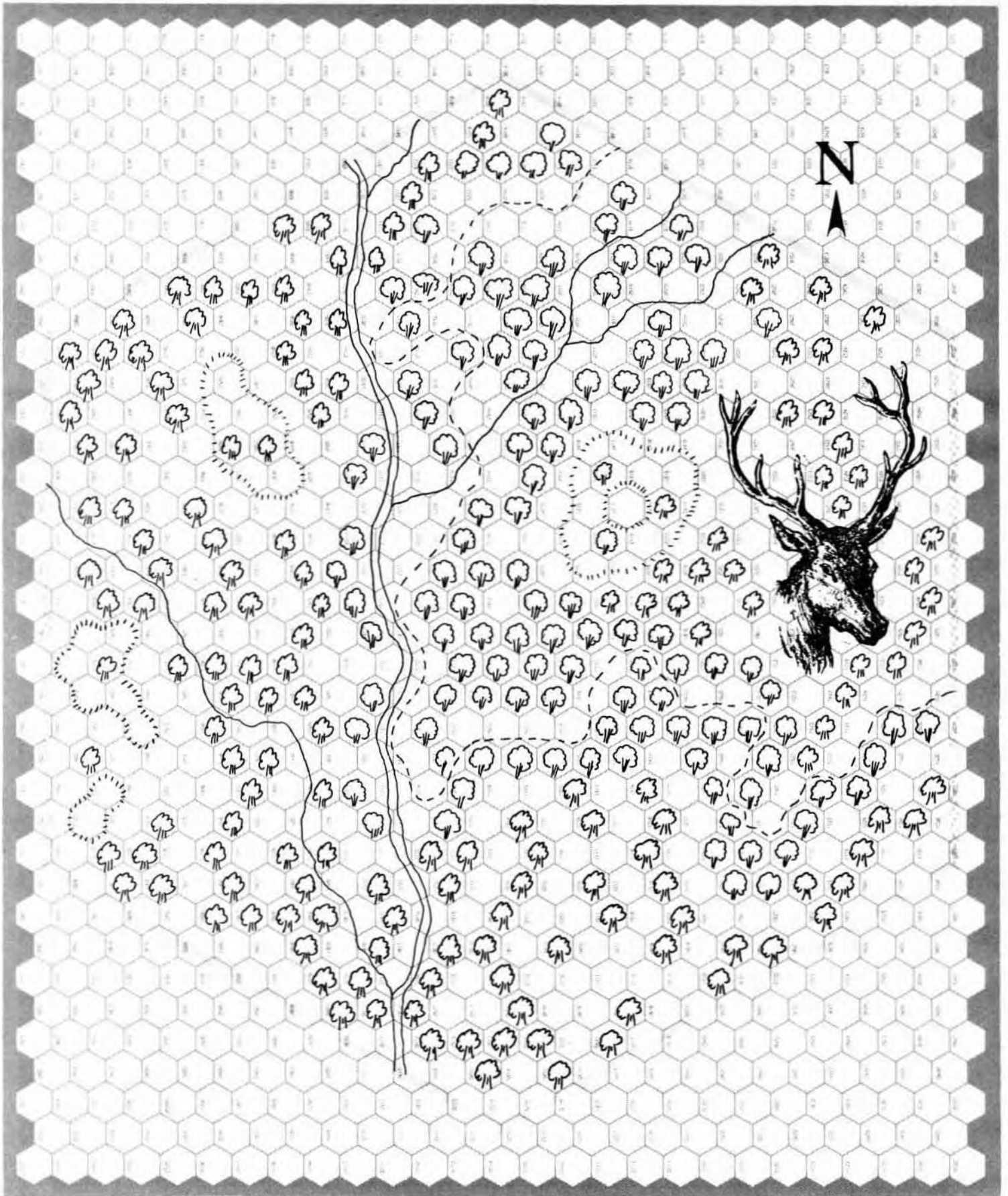


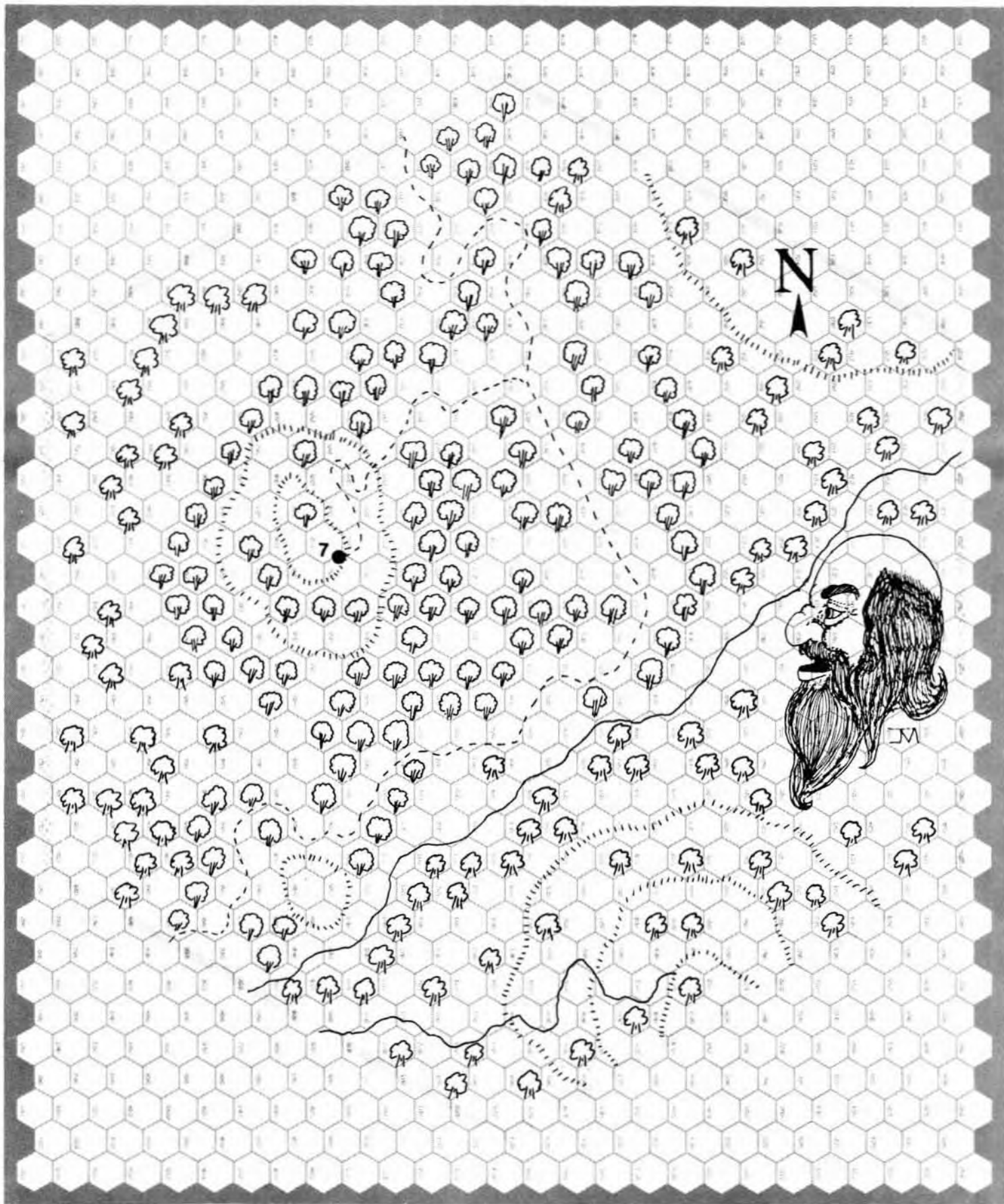


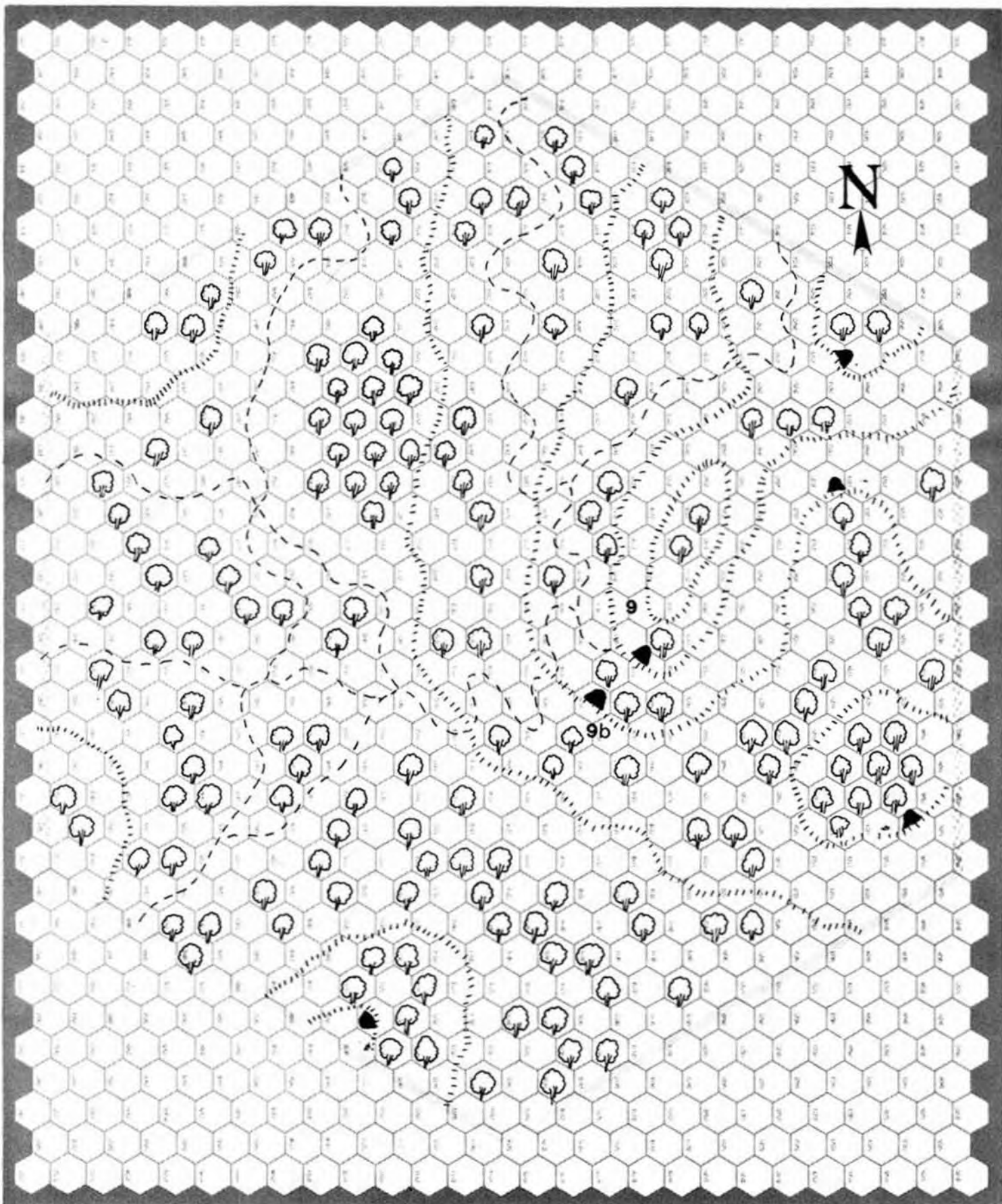


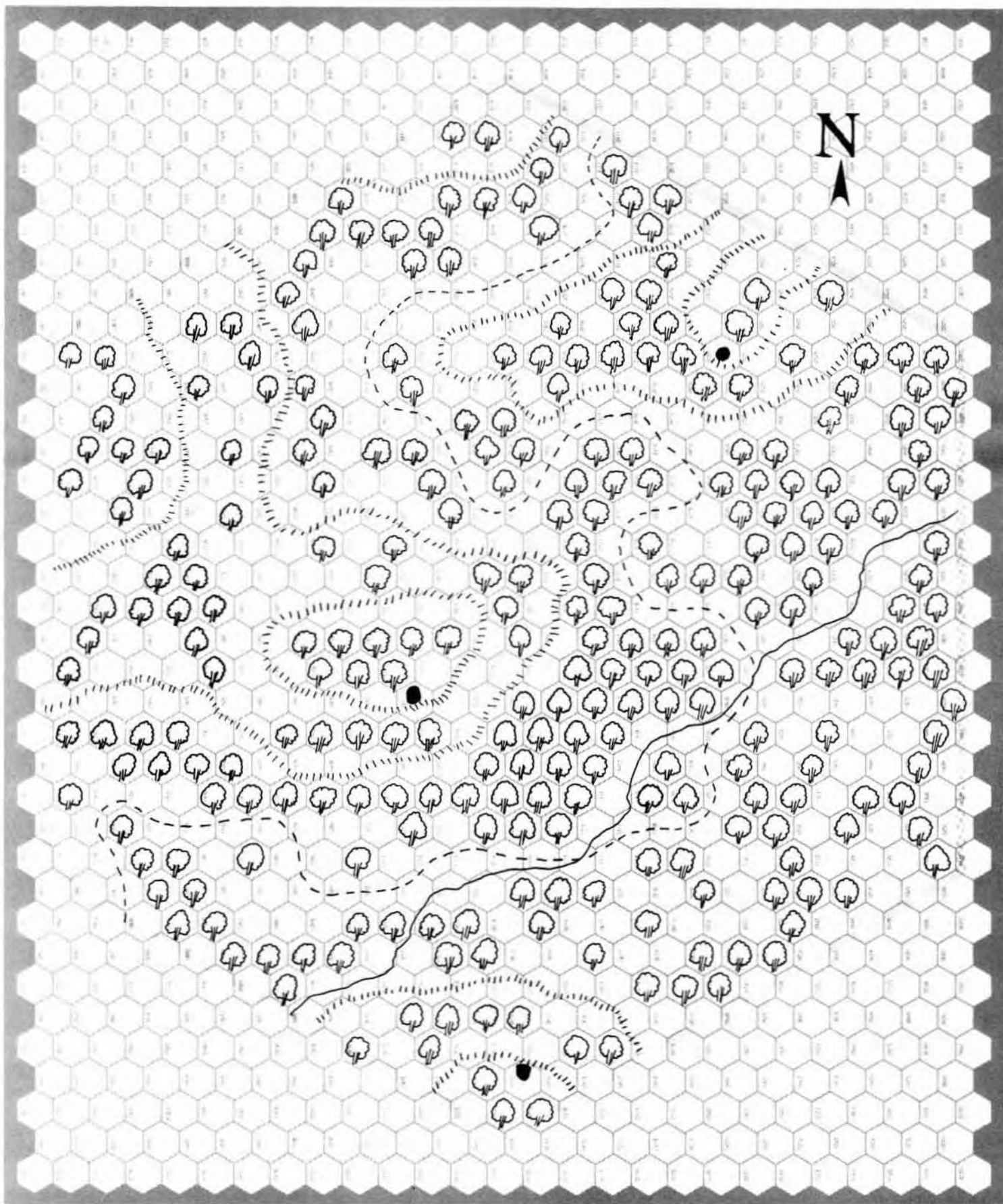












Encounter Tables

Below are encounter tables for each of the 10 (5 mile) hexes. Encounters are checked for every morning, noon, evening, midnight and pre-dawn. Base chance of encounter is 10% (1 in 10), except in Hex 10 (See **The Goblin Caves**).

Hex 1

1	2 - 7 Goblins
2	1 - 4 Orcs
3	1 - 3 Humans (2nd LVL Thief)
4	1 - 3 Wood Elves (1st LVL Fighter)
5	1 - 6 Humans (Bandits)
6	1 - 3 Half-Orcs (2nd LVL Thief)
7	Animals
8	Animals

Hex 2
(Only if Chlornauss is dead)

1	1 - 6 Goblins
2	1 Ogre
3	1 - 6 Humans (Bandits)
4	Animals
5	Animals
6	Animals

Hex 3

1	1 - 2 Bugbears
2	1 - 4 Goblins
3	Animals
4	Animals
5	Animals
6	Animals

Hex 4

1	1st - 4th LVL MU with 1 - 6 Goblins
2	2 - 7 Goblins
3	Animals
4	1 Large Spider
5	1 Giant Wasp
6	2 - 24 Giant Centipedes

Hex 5

1	1 - 6 Goblins
2	2 - 9 Goblins
3	1 - 4 Goblins
4	1 Goblin and 1 Worg
5	1 - 3 Goblins and 1 Bugbear
6	Animals

Hex 6

1	1 Large Spider
2	2 - 5 Goblins
3	1 - 4 Humans (2nd LVL Fighter, Chaotic Evil)
4	1 Half-Elf (1st LVL Ranger)
5	1 - 3 Giant Frogs (2 HD)
6	Animals
7	Animals
8	1 - 3 Giant Toads

Hex 7

1	2 - 9 Goblins
2	1 - 4 Humans (Bandits)
3	1 - 3 Half-Orcs (1st - 4th LVL Thief)
4	1 - 10 Goblins
5	Animals
6	Animals
7	Animals
8	Animals

Hex 8

1	1 - 2 Giant Ticks
2	1 - 2 Giant Wasps
3	3 - 8 Goblins
4	Animals
5	Animals
6	Animals

Hex 9

1	1 - 6 Giant Mosquitos
2	4 - 16 Goblins
3	1 - 6 Goblins
4	1 - 3 Goblins and 1 - 3 Worgs
5	1 - 4 Goblins and 1 Bugbear
6	Animals

Hex 10
(Daytime only - see **The Goblin Caves**)

1	Animals
2	1 - 6 Goblins
3	1 - 4 Goblins
4	1 - 3 Goblins and 1 - 2 Worgs
5	1 Large Spider
6	2 - 24 Giant Centipedes

Animals Encounters

01 - 15	1 Black Bear
16 - 24	1 Mountain Lion
25 - 50	1 Stag and 4 - 8 Deer
51 - 75	2 - 16 Game Birds
76 - 85	4 - 16 Wild Dogs
86 - 88	2 - 5 Badgers
89	1 Brown Bear
90 - 97	2 - 20 Wolves
98 - 00	1 "Forest Tiger"

All the above encounters are used to "round out" the adventure; the main encounters are detailed below. All the main encounters are keyed to a specific location on the maps, which is indicated by a number. Note that number 9b is actually Area S of **The Goblin Caves**.

Terrain Encounters

The following encounters are keyed to the terrain maps

- 1 Krak and Sak, 2 Bugbears, live here in this abandoned (Human) log cabin. They are the first encounter the intrepid Halfling adventurers will have. Krak and Sak will attempt to capture the Halflings in large sacks in order to have them for dinner the next day in a stew. If the Halflings put up a good fight, Krak and Sak will not hesitate to attack with Club and Axe and have an impromptu barbecue immediately thereafter. In the cabin, under their grass bedding, Krak and Sak keep 1 Violet Garnet valued at 500 GP, 2 Tiger Eyes valued at 10 GP each, 11 GP, 12 EP, 31 SP, 42 CP, and 3 silver Arrowheads of Halfling-make. Krak and Sak each carry a Club and a Battle Axe, wear no armor, and have 14 and 16 HTK, respectively.
- 2 A giant Spider has built her web across the trail. She hangs in waiting in the trees just south of the web. She has 24 HTK.
- 3 In the cave is the lair of a Green Dragon. He is a sub-adult who is particularly fond of fresh Halfling meat. This Dragon, who goes by the name of Chlornauss, will be the only encounter within this 5 - mile stretch of forest as long as he is alive. Chlornauss can speak, but he cannot cast any spells. He has 27 HTK. Within his cave is his treasure hoard. It consists of 2 Emeralds valued at 1,000 GP each, 2 Alexandrites valued at 100 GP each, 4 Zircons valued at 50 GP each, 11 PP, 703 GP, 156 EP, 804 SP, 2,573 CP, and assorted Human, Goblin, and Halfling arms and armor, all mundane.
- 4 A roughly-built log cabin wherein resides an Ogre named Kahrraash. There are 2 pens, 1 on either side of the cabin, which hold 10 boars (1 boar, 3 sows, and 6 sounders) and 12 goats. Kahrraash is really more neutral than he is evil, but he does love Halflings - as food, not as friends!
Kahrraash has a slave who takes care of the animals and prepares all the meals. This slave will be seen and talked to before the Ogre is seen. He will warn the Halflings, but by then it will be too late as Kahrraash will hear the conversation and come to investigate. The slave is the Human who used to live in the cabin at Area 1. He is a peasant named Elmar Wallcott. If freed, he will seek to leave the forest forever but will reluctantly agree to help his rescuers if they should press the matter. He has 6 HTK.
Kahrraash keeps 1 PP, 76 GP, 109 SP, and 63 CP in a pot by his bedding. He carries his Battle Axe, as well as Elmar's Battle Axe. He has 23 HTK.
- 5 This is the cottage abode of an evil Enchantress. She has 12 Goblin slaves that live 2 miles to the northwest. The Enchantress, Loretta, is acknowledged to be the most powerful person in this part of the forest. Hence, she is not bothered by any who live nearby. She does not favor intrusions and will react accordingly.
Loretta worships the Celtic god of death and prefers to believe that the more people she kills, the longer her god will allow her to live. She will not enter a fight herself, preferring to use *Creature Conjuring* spells and watch from a safe distance. If things go too badly, she will flee as fast as possible and return later when all is safe. She carries an Illumination Wand and has the following treasure stashed in the cabinets of her cottage: 2 Rubies valued at 1,000 GP each, 4 Ambers valued at 100 GP each, 6 Pearls valued at 100 GP each, 2 Tiger-Eyes valued at 10 GP each, 8 Banded Agates valued at 10 GP each, 62 PP, 1,093 GP, 58 EP, 604 SP, 211 CP, a vial of powdered Silver valued at 5 GP, and a pine box containing 7 Potions, all labeled in Goblinish. They are Potions of Curing, Burrowing, and Miraculous Cure, Potion of the Wino, and Potions of Two Dimensions, Shrinking, and Fire Breath. Loretta's spellbook is triple-locked and trapped with a Frighten Rune which is released when anyone except Loretta touches the book (Saving Throw of CON or less on 3D6 or flee for 3 - 8 minutes).
Loretta has the following spells available for use: *Charm, Detect Magic Aura, Circle of Light, Slumber, See Invisible Objects, Ray of Weakness, Frighten, Soar, Creature Conjunction A, and Creature Conjunction B*. Loretta carries a Dagger and has 18 HTK. She uses magic at the 7th Level of proficiency.
- 6 Here is where Loretta's Goblin slaves live. They are too frightened of her to run away and are always here, awaiting her commands. They live in a poorly made, small, stone building of their own construction. A Worg also lives here, but he is a servant and not a slave, so he will be here only 50% of the time. There is no treasure here except for piles of dried meats and fruits. If the Goblins should find out that Loretta has been killed, they will flee as fast as possible, but the Worg, if he is here, will continue to fight any intruders. The Goblins all have Studded Leather armor, Shield, Spear, and Club. The 12 Goblins all have 1 - 6 HTK and are 1 Hit Die. The Worg has 16 HTK.
- 7 Within this cave lives and works a Dwarf miner named Rocky Rockford. Rocky works a vein of superior-grade Silver ore. It is almost completely mined out; another day of work and Rocky will abandon his efforts here to find a more promising site. If asked to quest against the Goblins, he will gladly consent if he is helped with mining for the rest of this day and the next.
He has 2 mules which will be fully laden with ore and supplies by the time he leaves. His supplies include all the normal provisions such as food, water, whiskey, ropes, etc., in addition to the following: 2 Spears (1 - 6 damage), 1 Battle Axe (1 - 8 damage), 1 Heavy Crossbow with quiver of 23 bolts (2 - 5 damage), 17 cigars imported from far south (at 2 GP each), 1 Diamond valued at 1,000 GP, 36 PP, 99 GP, 63 EP, 92 SP, 57 CP, and a suit of magical, +2

Chainmail armor. Rocky carries a +1 magic Footman's Pick and a +2 magic Hammer. He is a 5th Level Fighter with 55 HTK.

- 8a Across the small streamlet, which is 4 feet deep and 10 feet wide, is a Minotaur. He has just killed a half-grown deer and is dragging it back to his lair (8b), but he'd much rather have Halfling (and Dwarf) for dinner! If he surprises the party, he will hide and follow from a distance, attacking when camp is made. If he doesn't surprise them and is not himself surprised, he will quickly disappear into the trees and bushes and work his way straight west to set up an ambush on the trail. The Minotaur has 43 HTK and carries a Battle Axe.
- 8b This cave is the Minotaur's lair. Herein are the normal utensils one would expect to find: Knives, Hand Axes, bowls, urns, etc., as well as many miscellaneous bones. The Minotaur keeps his treasure under a large urn filled with water. It consists of 10 GP, 9 EP, 11 SP, 511 CP, and 11 magical +1 Arrows of Halfling make.

The Goblin Caves

The following descriptions of the areas within the Goblin Caves are the Daytime descriptions only. During the hours of darkness, almost all of the Goblins are outside working, playing, or just wandering about. Night encounter chance is 1 - 4 on 1D10. Goblins (70%) and Worgs (30%) only - check every hour. The only Goblins and Worgs that will be inside are the Chief, his Worgs, and his bodyguards, with a slight chance of some other Goblins being around for one reason or another (1 in 10 chance; check every 10 minutes for 1 - 4 wandering Goblins). The only time that most of the Goblins will be inside during the night is on the night of the New Moon, when services are held in honor of the god of the Goblins. During these worship services, Zargut, the Chief and Shaman of the Blood-Drinkers, sacrifices the still-beating hearts of captured Humans, Demi-Humans, and Humanoids to their god, and then the whole congregation takes part in drinking the blood of the sacrifices. Because of these religious practices, any non-Goblin found by any member of the Blood-Drinkers Tribe will be captured alive, if possible, for sacrifice on the next New Moon.

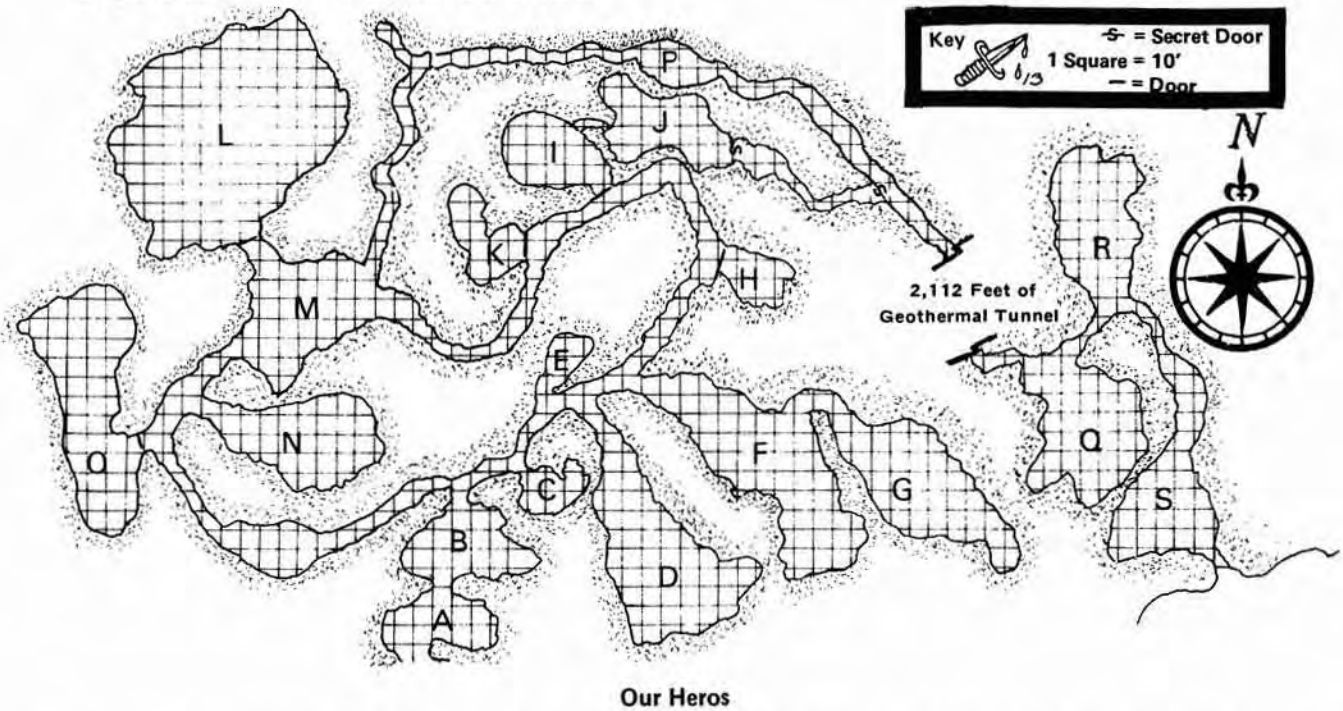
- A 4 - 7 Goblin guards will be here, armed with Spears, Studded Leather armor and Shields. They will probably be drinking watered-down whiskey (80% chance), so can be surprised twice as easily as normally. These Goblins will all have 6 HTK and attack at -1 to hit if intoxicated.
- B There will always be 3 - 12 Goblins here, even at night, (females and young) doing everyday chores such as cooking, mending, playing, fighting, etcetera. They will not fight, but they will raise the alarm immediately if they should spot intruders. These Goblins have no armor, no weapons, 1 - 2 CP, and 1 - 4 HTK.
- C Here lives the Goblin Leader in charge of the Common Population. His name is Garrt, and he lives with his mate and young son. Garrt has a Spear and Shortsword, Ring Mail armor, and a Shield. He has STR of 16. He carries 29 SP and 7 GP and has 7 HTK. His mate has no armor, a flint Dagger, 23 CP, 12 SP, and 5 HTK. His son has no armor, no weapons, 4 CP, and 1 HTK. Garrt is considered to be 1 HD.
- D Here live the mated Goblins and their children. There are 25 males, 25 females, and 28 children. The males all have Studded Leather armor, Shield, Spear, 2 - 12 SP, and 2 - 7 HTK. The females all have no armor, no weapons, 1 - 6 CP, 1 - 6 SP, and 1 - 4 HTK. The children all have no armor, no weapons, 0 - 3 CP, and 1 - 2 HTK.
- E This is the guard station for Bloodytongue, a Worg. Bloodytongue is in charge of keeping the peace and protecting areas C - G. Any disturbances in these areas, or in area B, will bring him to investigate. Bloodytongue has 20 HTK.
- F Here live the un-mated male Goblins. They number 92 but are usually away raiding; roll percentile dice to determine how many are here (93 - 00 = 0 Goblins here). Here, also, live 11 Worgs, but they will be out raiding unless 60 or more Goblins are here. For each group of 10 Goblins over 50, there will be 3 Worgs present. The Goblins all have Studded Leather armor, Shield, 2 Spears, 3 - 18 SP, and 2 - 7 HTK. The Worgs will have 15 - 24 HTK.
- G Here live the un-mated female Goblins, their children and orphans. The females number 30 and the young number 20. The females will not fight, have no armor, no weapons, and 3 - 18 CP. The young do not fight, have no armor, no weapons, and 0 - 1 CP; The females have 1 - 4 HTK, and the young have 1 - 2 HTK.
- H Here live the Goblin Assistants. There are 12, but only 1 will be here for every 7 Goblins present in Area F. Each has Ring Mail armor, Shield, Morning Star, Short Sword, 2 - 12 SP, 1 - 6 EP, 7 HTK (1 HD), and STR of 16. In addition, they have the following treasure stashed under some old, dirty clothes: 56 CP, 24 SP, and 6 GP.
- I Here, Zargut, the Chief and Shaman of the Blood-Drinkers, spends most of his nights. This is where he will be when the Questers arrive, regardless of the time. His 6 bodyguards will be just outside the room; they each have Splint Mail armor, 2-handed Sword, Hand Axe, 3 - 12 GP, 12 - 15 HTK (2 HD), and STR of 18. If it is Daytime, 4 will be asleep

and have no armor on. Zargut also has two special bodyguards that are always with him. They are a Worg and an Imp. The Worg has 30 HTK. The Imp was granted to Zargut by the Goblin god himself after many prayers and sacrifices. The Imp, named Vack, has an INT of 9, a WIS of 11, and 15 HTK. He can *Polymorph* into a Bat and a Giant Rat. He is considered to be Zargut's familiar and so bestows upon him all the appropriate powers normally acquired. Vack will be in Bat form. Zargut wears Banded Mail unless it is the night of the New Moon; then he will be wearing the ceremonial armor from Area L. He carries a +1 Footman's Mace (2 - 5 damage), and a War Hammer (2 - 4 damage), has 21 HTK (5 HD), and a STR of 18. Zargut is also a 7th Level Shaman and will have the following spells available for use; the materials needed are contained within a pouch on his belt: *Cure Minor Wounds*, *Circle of Darkness*, *Frighten*, *Minor Prophecy*, *Fire Resistance*, *Converse With Animals*, *Spiritual Plea*, *Cause Sickness*, and *Poison Touch*. Zargut is 4' 4" tall, weighs 125 pounds and is almost middle aged for a Goblin.

This cave room has several chairs, a table, a desk, several clay urns, and 3 casks of good whiskey (11 - 20 gallons each). Three urns are piled with Copper Pieces (6,000 CP each), one with 2,038 SP, three with blood (Human, Demi-Human, and Humanoid - 10 gallons in each urn), and one with dried and salted hearts (Human, Demi-Human, and Humanoid). On the desk is the Book of Ancestry (see **Notes For The Judge** for the Book's condition), and inside the desk's only drawer are 248 EP and 212 GP. On the table are several small animal skulls and 13 lit tallow candles.

- J Here sleeps Zargut and his 4 mates. If it is Daytime, his mates will be here and probably be sleeping (80% chance). If it is nighttime, they will be outside the cave system or in area L if it is the night of the New Moon. These females will fight if cornered. They each have a Hand Axe, no armor, 61 - 80 GP-worth of wrought copper jewelry, 6 HTK, and a DEX of 15. They will surrender after they have all taken wounds. The floor of this cave is wall-to-wall rags, 6 to 9 inches thick. There is a large wood-and-iron chest against the east wall, and it is locked. The key is underneath the chest. Inside the chest are 3 Gnomish skulls, 1 Human skull, 7 Orc skulls, a pouch with 7 Blue Quartz valued at 10 GP each, a crude box containing 5 wrought iron flagons valued at 2 SP each, an old set of Ring Mail armor, assorted grey-green clothes, a pouch of 14 GP, and a pouch of 2 PP. The chest is directly in front of a secret door. In the north-west corner of the room there is a depression in the floor, covered by rags, which contains a roughly-made box. Inside the box is a Potion of Fire Breath.
- K Here live 2 Goblin Leaders who are in charge of raiding and looting. Unless there are at least 60 Goblins in area F, these 2 Leaders will be out leading their troops. However, their mates will be here along with the Chief's children and 3 Worg Bodyguards. The leaders, Rrent and Grrunn, each have a Military Pick, Battle Axe, Chainmail armor, STR of 16, 21 - 30 EP, and 7 HTK (1HD). Their mates will fight until wounded. They each have a Hand Axe, a flint Dagger, 2 - 12 EP, no armor, and 5 HTK. The mates of Rrent and Grrunn are responsible for the safety and upbringing of Chief Zargut's 5 children. The children are all between 1 and 5 years old, have 1 - 3 HTK, 1 GP each, and no armor or weapons. The 3 Worg bodyguards always accompany the children and will never allow underlings or strangers near them. The Worgs each have HTK of 25, 27, and 28. The females, the children, and the Worgs will be outside the cave system during the night, so there is a chance of encountering them there (Judge's option).
- L This is the temple cave to the Goblin god. The walls are covered with the symbol of bloody Daggers, and the room is dominated by the sacrificial altar of roughly-hewn granite. There are chains at the four corners, designed to hold Humanoids from 2' to 7' tall, and the top of the altar is grooved to catch the blood of the victim and channel it to a large, brass bowl in front of the altar. Around the bowl stand 9 brass goblets. If it is Daytime or not the night of the New Moon, the cave will be empty, and upon the altar will be Shaman Zargut's ceremonial Plate Mail armor, his grayish-green tunic with the bloody Dagger symbol upon it, and a ceremonial brass Dagger. If it is the night of the New Moon, the cave will have 30 - 50 Goblins and Worgs inside, waiting for Shaman Zargut to arrive. Zargut will have all the items mentioned as being on the altar with him. The Goblins hold multiple services which last all night, usually making one sacrifice every 1½ hours.
- M There will always be 2 - 5 Goblin guards here. They will have Studded Leather armor, Shield, Morning Star, Hand Axe, 1 - 8 CP, 1 - 8 SP, and 6 HTK. These Goblins are very observant, so they will only be surprised half as easily as normally.
- N This is the store room. Food, armor (Studded Leather), weapons (Spears, Slings and Stones), and other mundane equipment such as ropes, shovels, picks, torches, etcetera, are stored here.
- O This cave is for visitors, ambassadors, and the like. The floor is covered with straw almost a foot deep. There is rarely anybody using this room; in fact, nobody has been in it for more than a year.
- P There are always 4 Goblin guards here. They each have Chainmail armor, Shield, Broadsword, Hand Axe, 11 - 18 SP, and 6 HTK.
- Q There are always 2 Goblins guards here, watching over the prisoners in Area R. They have the key for the door into Area R underneath a rock in the southern section of this chamber. The Goblins have 2 Giant Weasels to help guard the prisoners. The guards each have Ring Mail armor, Shield, Broadsword, Short Sword, 11 - 18 SP, 1 - 4 EP, and 7 HTK (1 - 1 HD). The Giant Weasels each have 19 HTK and are trained to take orders only from Goblins.

- R Here, the Goblins keep their prisoners until the New Moon worship services. Prisoners are stripped of all possessions, including clothing, before being locked up in here, and there is nothing but solid rock and excrement within. Prisoners are fed well; after all, the Goblins are going to sacrifice them to their god. On the day before the religious services, the prisoners are given all the whiskey they want so that the Goblins can handle them more easily (and the Goblins don't mind having a little alcohol in the blood they will be drinking after the prisoners are sacrificed). Held prisoner here now are 3 Hairfoot 0 Level females with 4 HTK each, 1 Gnome 1st Level Fighter/1st Level Illusionist female with 9 HTK (she also has a spell in memory - *Hypnotize* - which she is saving for the right opportunity), 1 Gnome 1st Level Thief male with 6 HTK, and 1 Human 1st Level Fighter male with 11 HTK (he is of Chaotic Evil alignment; once freed, he will attempt to kill and rob his rescuers).
- S This cave is also marked 9b on the terrain map 10. It is the "back door" into the Goblin Caves. There is always a Worg on guard duty here. The Worg will have 24 HTK.



Below are the stats for the two Halfling heros, Rudi and Bosco. If you have Halflings of comparable level to one or both of the following characters currently being played in your campaign, feel free to substitute him/her or them for one or both of these characters.

Rudigar Bywater: 3' 3" tall, 62 pounds, 61 years old, 4th Level Fighter and 5th Level Thief, 33 HTK, STR: 10, INT: 13, WIS: 15, CON: 17, END: 16, STA: 17, DEX: 17, AGL: 16, SPD: 10, CHA: 10, LED: 13, LCK: 12. Wears +1 Leather armor and fights with a +2 Broadsword and a Shortbow with a quiver of 20 Arrows.

Bosco Roundgrape: 3' 2" tall, 69 pounds, 60 years old, 4th Level Fighter, 47 HTK, STR: 14, INT: 10, WIS: 12, CON: 18, END: 17, STA: 18, DEX: 17, AGL: 14, SPD: 9, CHA: 13, LED: 14, LCK: 13. Wears Leather armor and fights with a +2 Spear and a Shortbow with a quiver of 10 +1 Arrows and 10 normal Arrows.

Scoring System

I used this setting as a test for "my" players as nobody had any (living) Halflings, and I enjoy having them in my campaign. I have included the scoring system I used in case you want to use it.

Chlornauss, Kahrraash, Krak, Sak, Loretta and/or the Minotaur killed:	+3 each
Each new friend made on quest (e.g. Rocky Rockford):	+1
Each prisoner rescued and brought to safety:	+4
Each prisoner rescued that dies before returning home:	-5
Each normal Goblin from the Goblin Caves that is killed:	+1
Each 1 HD or over Goblin killed:	+2
Chief Shaman Zargut is killed:	+20
Vack is killed:	+8
Each Worg from the Goblin Caves that is killed:	+5
The Book is recovered and brought safely back from quest:	+60

The Book is destroyed by Chief Shaman Zargut:	-25
Each page over 30 ripped out by Chief Shaman Zargut (there are 2,739 pages in the Book of Ancestry):	-1
The Book is recovered, but lost before returning from quest:	-100
Rudi, Bosco, and/or Daisy killed:	-40



Grading Chart

0 or less	Move out of town and change your name!
01 - 50	No Good, Failure
51 - 69	Fair but not Hero Status
70 - 79	Respectable
80 - 89	Good
90 - 99	Very Good
100 and up	Excellent! A Holiday is proclaimed!



Magic Items and Spells

Magic Items

Healing Ointment

Usually found in a small, ceramic jar which can contain up to 7 applications. Each application can heal 11 - 16 points of damage and neutralize any insinulative poisons within the wound.

Powder of Invisibility

With this magical dust, one can make any object disappear for a time equal to 1 - 100 minutes per pinch. The effect is essentially instantaneous, and one pinch can affect one person and all of his/her equipment.

The Illumination Wand

This Wand has several powers, each using a slightly different command phrase. Each phrase takes only 5 seconds to recite. The powers are: 1) Emit a cylinder of light (similar to a very low power laser) one inch in diameter and 100 feet in range. 2) Emit a cone of light (similar to a flashlight), one inch in diameter at the apex and three feet in diameter at the base, 100 feet away. 3) Emit a high-power flash of light (similar to a flash bulb) which lasts only 1/10 of a second but will blind anyone who is looking in the direction of the Wand for 1 - 4 minutes. 5) Emit a cylinder of light 1/10 of an inch in diameter which can cause paper or woodshavings to burst into flame. This power can also cause 1 point of damage per hit. Roll intended victim's DEX or less on 3D6 to Save. The Wand can be used repeatedly without need of recharging, and anyone knowing the command phrases can operate it.

Potions

Curing: Heals 2 - 7 (1D6 + 1) points of damage.

Burrowing: Enables imbiber to burrow through the ground at a rate of 30 feet per minute.

Miraculous Cure: Cures any disease, neutralizes any poison, and also heals 1 - 6 points of damage.

Potion of the Wino: Causes imbiber to become roaring drunk immediately and for the length of a standard potion duration. There are no aftereffects.

Two Dimensions: Causes the imbiber to "lose" the dimension of depth. Imbiber appears as "thin" as a piece of paper but, actually, has no "thickness" whatsoever!

Shrinking: Causes imbiber to shrink down to 1/10 of normal size. All equipment stays normal size.

Fire Breath: Enables imbiber to emit one Fiery Breath weapon within one hour after consuming the potion. Damage done by the Breath weapon equals 1 point per 4 HTK of the imbiber. Saving Throw of DEX or less on 3D6 + 3 enables target to sustain only half-damage.

MONSTERS AND ANIMALS



Badger

AC: 3 (Natural)
 HD: 1
 MOVE: 10"
 DAM: 1 - 4/1 - 2/1 - 2 (Bite/Claw/Claw)

Bear, Black

AC: 6 (Natural)
 HD: 5
 MOVE: 12"
 DAM: 1 - 6/1 - 4/1 - 4 or 2 - 8/1 - 6
 (Bite/Claw/Claw or Hug/Bite)

Bear, Brown Grizzly

AC: 5 (Natural)
 HD: 7
 MOVE: 15"
 DAM: 2 - 12/1 - 6/1 - 6 or 3 - 18/2 - 12
 (Bite/Claw/Claw or Hug/Bite)

Bird, Game

(Grouse, Pheasant, Quail, etc.)

AC: 8 (Natural)
 HD: ½
 MOVE: 9" (Ground), 24" (Air)
 DAM: 0 - 1 or 0 - 1/0 - 1
 (Peck or Claw/Claw)

Boar

AC: 6
 HD: 3
 MOVE: 12"
 DAM: 1 - 6 (Bite)

Bugbear

(Bogy, Hobgoblin)

AC: 9 (Natural, but can wear Armor)
 HD: 2
 MOVE: 15"
 DAM: By Weapon (Usually Club, Staff, or Spear)

Centipede, Giant

AC: 10
 HD: 1 HTK
 MOVE: 9"
 DAM: 1 - 4 (Poison)

Dog, Wild

AC: 7
 HD: 1
 MOVE: 15"
 DAM: 1 - 4

Dragon, Green

AC: 0
 HD: 10
 MOVE: 9" (Ground), 18" (Air)
 DAM: 3 - 18/1 - 8/1 - 8 or 2 - 8
 (Bite/Claw/Claw or Tail)

SPEC: Green Dragons can talk 50% of the time and are as intelligent as Humans. They can cause Fear (drop everything and run away) by rearing and roaring; Saving Throw equals CON, END, or STA or less on 3D6 + 4.

Duck

AC: 7
 HD: ½
 MOVE: 6" (Ground), 24" (Air)
 DAM: 0 - 1 (Bite)

Frog, Giant

AC: 8, 9, or 10
 HD: 1, 2, or 3
 MOVE: 9", 12", or 15"
 DAM: Nil, Nil, 1 - 6
 (--, --, Swallow Whole, Digestive Acid Damage)

SPEC: Giant Frogs are voracious eaters that will attempt to swallow anything small enough that moves.

Goat

AC: 7 (Natural)
 HD: 1
 MOVE: 18"
 DAM: 1 - 4 (Butt)

Goblin

AC: 9 (Natural, but can wear Armor)
 HD: 1D6, 1, 2, 3, 4, or 5
 MOVE: 9" or 12" (1D6 - 3 HD or 4 - 5 HD)
 DAM: By Weapon
 (Usually Club, Spear, or Morning Star)

SPEC: Goblins are ugly, misshapen, evil, and mischievous beings. They love to torture most life forms. They sometimes live and work well with Worgs and are sometimes enslaved by larger monster-types or by powerful beings.

Goose

AC: 7 (Natural)
 HD: 1 + 1
 MOVE: 6" (Ground), 24" (Air)
 DAM: 0 - 2 or 0 - 1/0 - 1
 (Bite or Wing/Wing)

Hippogriff

AC: 6 (Natural)
 HD: 4
 MOVE: 18" (Ground), 24" (Air)
 DAM: 1 - 4/1 - 4 or 2 - 12
 (Claw/Claw or Bite)

SPEC: Hippogriffs are half horse and half giant vulture. They are as intelligent as other animals, such as horses, and can sometimes be trained as steeds.

Imp

AC: 6 (Natural)
 HD: 3
 MOVE: 12" (Ground), 24" (Air)
 DAM: 1 - 3 or by Weapon (Bite)

SPEC: Imps are minor devil/demons from the lower planes. They love to harrass and torture. They are immune to fire and *Enchantment* spells. They can see invisible objects and use all fire-released spells at 3rd Level of proficiency. They can also change shape into any three of the following: Rat, Rooster, Bat, Eel, Dog, Frog, Cat, Wasp, Goat, Flea, Raven, or Catfish. All forms of the Imp are usually black or red in color. Imps can also use ventriloquism at will.

Lion, Mountain

AC: 5 (Natural)
 HD: 3
 MOVE: 15"
 DAM: 1 - 8/1 - 6/1 - 6 + 1 - 8/1 - 8
 (Bite/Claw/Claw + rake if both front Claws hit)

Minotaur

AC: 5 (Natural)
 HD: 6
 MOVE: 15"
 DAM: 1 - 6 or by Weapon (Butt)

SPEC: Minotaurs are cunningly intelligent. They love labyrinthine places and can track beings in any terrain with a 75% chance of success. They are half man and half bull.

Mosquito, Giant

AC: 6 (When Flying; Natural),
 10 (When Draining Blood)
 HD: 1
 MOVE: 6" (Ground), 18" (Air)
 DAM: 1 + 1 - 4 a combat round
 ("Bite" + Blood Drain)

SPEC: Giant Mosquitos are simply giant versions of the pests with which we are all familiar. After a successful hit, they drain blood until sated. (HTK total x 3).

Ogre

AC: 7 (Natural, but can wear Armor)
 HD: 5
 MOVE: 9"
 DAM: By Weapon (Usually Club, Mace, or Axe)
 SPEC: Ogres are usually stupid, but some approach average Human intelligence. Regardless of IQ, Ogres are very aggressive and sometimes plan cunning ambushes. Ogres sometimes enslave smaller monster-types to use them as "cannon-fodder."

Opossum

AC: 9 (Natural)
 HD: 1
 MOVE: 6" (Ground or Tree)
 DAM: 1 - 6

Orc

AC: 9 (Natural, but can wear Armor)
 HD: 1, 2, 3, 4, 5, or 6
 MOVE: 12"
 DAM: By Weapon Type
 SPEC: Orcs are larger, fiercer Goblinoids. They are good miners and can see into the infra-red spectrum. They usually wear Ring or Chainmail and favor Scimitars, Axes, Hammers, and all sorts of Pole Arms.

Rabbit

AC: 6 (Natural)
 HD: 1/2
 MOVE: 18"
 DAM: Nil

Raccoon

AC: 8 (Natural)
 HD: 2
 MOVE: 9" (Ground or Tree)
 DAM: 1 - 6

Stag (and Deer)

AC: 7 (Natural) [7 (Natural)]
 HD: 4 (2)
 MOVE: 18" (18")
 DAM: 2 - 12 (Horn Sweep) (Nil)

Spider, Giant

AC: 7 (Natural)
 HD: 3
 MOVE: 12" (Ground and Web)
 DAM: 1 - 4 + 2 - 12 (Bite + Poison)
 SPEC: Saving Throw of CON, END, or STA or less on 3D6 + 2 halves the Poison damage. Giant Spiders are cunningly intelligent.



Spiders, Large

AC: 8 (Natural)
 HD: 1
 MOVE: 9 (Ground and Web)
 DAM: 1 - 3 + 1 - 8 (Bite + Poison)
 SPEC: Saving Throw of CON, END, or STA or less on 3D6 halves the Poison damage.

Sprite

AC: 1 (Natural)
 HD: ½
 MOVE: 6" (Ground), 18" (Air)
 DAM: By Weapon Type
 SPEC: Sprites are diminutive elf-types with wings. They usually dwell only in sylvan settings. They are a highly magical race, specializing in air-related spells and enchantments. They wear no Armor and favor Bows.

Tick, Giant

AC: 5 (Natural)
 HD: 1
 MOVE: 3"
 DAM: 1 + 1 - 4 (Bite + Blood Drain)
 SPEC: Giant Ticks drain blood, after they hit, at a rate of 1 - 4 points per combat round. They drain until sated (HTK x 3).

Tiger, Forest

AC: 6 (Natural)
 HD: 6
 MOVE: 20"
 DAM: 2 - 12/1 - 8/1 - 8 + 1 - 10/1 - 10
 (Bite/Claw/Claw + Rake/Rake)
 SPEC: Forest Tigers can rake with their back claws if both front claws hit.



Toad, Giant

AC: 9 (Natural)
 HD: 1, 2, or 3
 MOVE: 9"
 DAM: 1 - 3
 SPEC: Giant Toads are voracious eaters. They usually eat giant insects, but sometimes they attack small animals and humanoids. Damage is caused by their acidic saliva. These are obviously mutants.

Turkey

AC: 9 (Natural)
 HD: 1
 MOVE: 12"
 DAM: 0 - 1 (Peck)

Weasel, Giant

AC: 6 (Natural)
 HD: 3
 MOVE: 12"
 DAM: 1 - 6 + 1 - 6 (Bite + Blood Drain)
 SPEC: Giant Weasels can drain blood after a successful hit. They drain blood until the victim dies. They are voracious and fearless.

Wolf

AC: 7 (Natural)
 HD: 3
 MOVE: 18"
 DAM: 1 - 6

Worg

AC: 6 (Natural)
 HD: 5
 MOVE: 18"
 DAM: 2 - 12
 SPEC: Worgs can cause Fright (stand, shaking for 1 - 3 minutes) by howling, unless a Saving Throw of CON, END, or STA or less on 3D6 is made. Each additional Worg howling adds +1 to the roll until a maximum of +6 is reached. Worgs sometimes get along with Goblins, even allowing them to be riders. Worgs are cunningly intelligent and invariably lust for blood and battle.



FOLK OF FANTASY



Dwarf

AC: 9 (Natural, but can wear Armor)
HD: 1 or as Level and Class
MOVE: 6"
DAM: By Weapon Type
SPEC: Dwarves are short, misshapen, human-types who dwell underground, usually in great cities they have carved out. They are excellent miners and armorers. They love battles and are usually attired in Chainmail or Plate Armor. They favor Axes, Maces, Halberds, Hammers, Picks, and Crossbows. They can see into the infra-red spectrum. There are different races of Dwarves; each specializes in various fields of knowledge, but all are miners of better quality than other species.

Elf

AC: 9 (Natural)
HD: 1 or as per Level and Class
MOVE: 15"
DAM: By Weapon Type
SPEC: Elves are short, lithe, human-types who dwell in forests, usually in fabulous tree-villages. They are excellent hunters, trackers and magic-users. They can see into the ultra-violet spectrum. They usually wear no Armor; however, some wear magical Elven Chain. They favor Long-swords, Bows, and Spears. Elves sometimes tame Hippogriffs and use them as steeds.

There are several races of Elves. They are Wood Elves, who always dwell in forests and are rumored to be able to converse with animals; High Elves, who get along well with other races and are seen living in Human settlements more than other Elves, and Grey Elves, who are great wizards, especially in regards to the Elements of Air and Water.

Gnome

AC: 9 (Natural, but can wear Armor)
HD: 1 or as per Level and Class
MOVE: 6"
DAM: By Weapon Type
SPEC: Gnomes are smaller, more mischievous versions of Dwarves. They more commonly use magic (usually of the illusionary sort) and are more inclined to burrows than to great underground cities. They usually wear no Armor, but, for battle, they will use Chainmail. They favor Morning Stars, Clubs, Hammers, and Spears. They are excellent jewelers. They can see into the infra-red and ultra-violet spectrums.

Hairfoot

AC: 9 (Natural, but can wear Armor)
HD: 1D6 or as per Level and Class
MOVE: 9"
DAM: By Weapon Type
SPEC: Hairfeet are short, rotund, human-types who dwell in very comfortable burrows. They usually are non-aggressive, but there are some adventurous ones. Hairfeet are excellent farmers and cooks. They usually wear no Armor and favor Bows, Slings, and Spears. When spells are used, they are usually of the Druidic type.

Half-Orc

AC: 10 (Natural, but can wear Armor)
HD: 1 or as per Level and Class
MOVE: 12"
DAM: By Weapon Type
SPEC: Half-Orcs are a crossbreed of Humans and Orcs. They are usually very filthy and spiteful beings. They will live anywhere they can. They usually wear Ring or Chainmail and favor Forks, Picks, Scimitars, Axes, and Spears. They are better than average miners and can see into the infra-red spectrum.



CAVE OF DESPAIR

This adventure setting is designed to be played by one character of at least the 12th Level of experience. It is designed to be a traumatic and/or maturing experience for the character. There will be no help available from friendly forces; the character is on his/her own. Will the character give up and die, or will he/she strive harder when it appears hopeless? Hopefully, we will find the answer to that question. If a set of maps is not available, feel free to adjust the **Book of Ancestry** maps to fit this scenario.

Notes For the Judge

This setting is an outline that you, as Judge, must "personalize" for the one character who will journey to the Cave of Despair. The underlying theme of this adventure is the character's past and his/her future.

It is suggested that you read the whole setting to get the right perspective on the adventure and then research, create, or otherwise fill in all the needed "personalized information."

If anything suggested in this setting doesn't quite jibe with the character in question, feel free to add, omit, or otherwise change any material within.

The player should list all the equipment that will be brought by the character, and you should make sure that the character is not over-burdened. The character should be allowed a mount or a pack animal, but not both. If the character attempts to bring along other people, these people will all, regrettably, inform the character that something of importance has come up that needs their immediate and personal attention, and there is no telling when the matter will be cleared up. If the character forces anyone to come along, they will sneak away at the first opportunity and never come back (or never be on speaking terms with the character again).

Perhaps most importantly, you must be uncompromising; do not let the player talk you into giving him/her a break, as the final outcome is far from fatal.

The simulacrum within this setting are all slightly different from each other and from the original. The first three simulacrum met, the ones in the **Day 3** encounter, are all paranoid and of Evil alignment. The simulacrum that lies in the grave was of good alignment and very foolhardy. The three simulacrum that appear from among the images of illusion No. 7 inside the Cave of Despair (utilizing secret doors), are all of Evil alignment and are afflicted with monomania.

All of the special encounters detailed have been carefully set up by the Liche with much help from Twilight and her henchmen. They are designed to keep the character (and player) off balance and susceptible to the final assault. Twilight and henchmen will be following the character via the ethereal plane, using the Skycoach, unless the character can effectively detect and combat persons in the ethereal plane. Contact with the character will then be solely via the Liche's crystal ball, but the Skycoach will be one mile ahead of the character. The Liche will keep Twilight informed of any developments via the crystal ball.

In order to transform the four adventurers detailed in the **Day 5** encounter into the four zombies detailed in the **Day 6** encounter, Twilight was given a magical blanket that was created by the Liche and has the power to cast one *Create Zombies* spell on the bodies it covers. This item is useable only once.

If the Liche is killed by the character, Twilight and her henchmen will appear on the scene to take all of the Liche's magic items. They will neutralize the character, if necessary, and take all of his/her magic items immediately thereafter.

Placement of the Cave of Despair

The Cave of Despair should be located somewhere within 5 - 9 days' travel of the character's home. It should be in hilly terrain and in an area that the character hasn't been to in a few (game) years. Ideally, the cave will be the scene of a past battle that occurred when the character was only a low level person.

The Cave can be one cave, a series of caves, or even a ruined building. The only pre-requisite is that the character should have to walk at least 2 turns to get to the area of the climactic encounter.

Beginning the Setting

This setting begins with the character in question at his home (castle, tower, Inn, cave, etc). A messenger arrives with a scroll for the character. The scroll appears to be vellum, and the ink appears to be blood. Written on the scroll is the following: (It is written in the special language of the character, if any.)

Greetings, _____ (name of character), 'tis been a long time.
Dost thou remember the _____ (location of the Cave of Despair)?
Be at this place of past events at midnight on the night of the New Moon.
There I shall be. I, from the pages of the past, hold the key to your future!

The messenger should arrive on the morning before the day the character will have to begin traveling. The messenger knows only that a beautiful woman gave him 20 PP to deliver the scroll to this place and to one named (true name of character). The messenger is a Town Crier by trade.

As the character travels to the Cave of Despair, check for encounters as is normal for the area and insert the Special Encounters in the appropriate places. Special Encounters are listed by the day that they happen, assuming 9 days' travel time. If the travel time is less, have more than one encounter per day.

Day 1

This encounter, as will all these Special Encounters, takes place at an inn, a tavern, a ford, a bridge, a sundown campfire, or similar place where it is normal for people to be "hanging around."

The character meets a total stranger who greets him/her as if they are best friends. The stranger is an inadvertent time-traveler who actually is the character's best friend in the future, although they haven't met as yet. If rebuffed, the stranger will appear confused and make a hasty retreat. If the stranger is not rebuffed, he will notice that he is conversing with a younger version of his friend, become bewildered and nervous, and then beat a hasty retreat.

The stranger should be mid-level and of whatever race and class that would be most appropriate. The stranger also has a magical item that bestows invisibility upon its possessor.

Day 2

The character meets a person that appears in all aspects to be a former henchman (or friend, hireling, etc.) who died fighting at the character's side. The former henchman is actually a total stranger who is the opposite alignment of the character and will instigate deadly combat with the character. The "former henchman" is a foolhardy punk who thinks he/she can't be beaten by anyone. He/she is mid-level, of the appropriate race and class, and has no magical or extra-ordinary items.

Day 3

The character meets a person who appears to be his/her younger self (at low level), along with a few people he/she adventured with at that time of his/her life. Ideally, his/her younger self's companions should, in "reality" be dead. These younger duplicates will appear apprehensive and on the defensive at all times. Suddenly, the character's younger duplicate attacks, yelling, "Kill him/her before it happens again!!!" All of the younger duplicates will attack until killed. They are all low level, with the appropriate HTK, weapons, armor, spells, and magic items to be the people they are portraying. These duplicates are actually "simulacrum" that were created for this express purpose.

Day 4

The character is approached by 3 peasant farmers who believe that he/she is a good friend of theirs. It will take much convincing to dissuade the peasants because they think Elmer/Sadie (or whatever the character's name) is playing a joke on them. If threatened with attack, the peasants will laugh until one is struck; then they will run away. The peasants are armed with a Dagger or Hand Axe, but they won't use them.

The peasants have been paid 20 PP each to act out this charade; it is more than they ever dreamed of possessing. If one is killed or subdued, the coins will be found in a pouch, along with 1 - 3 CP. If beaten, they will confess that a beautiful woman paid them.

Day 5

A group of 4 adventurers approach the character, asking if he/she knows the way to _____ (any village nearby in the same direction as the Cave). When given directions, they will thank the character and move on immediately. Later that day, the character will come across all 4 adventurers, dead, in a ditch, with heavy Crossbow bolts in their backs.

This is an encounter that was carefully engineered to appear totally innocent of fabrication and to make the character

feel uneasy. The adventurers think they are journeying to employment with a powerful Wizard; they have even been given a bonus of 20 PP each. Actually, they were only needed so that they could be killed at the right time to further unnerve the character. The coins will not be on the bodies. The adventurers will all be low/mid level Fighters of the same race and alignment as the character.

Day 6

The 4 adventurers are back, but this time they are Zombies. The Zombies do not attack; they approach, kneel, and beg at the character's feet. What they want is impossible to discern. They will follow the character until he/she is out of sight or until they are destroyed. The Zombies each have 8 HTK.

Day 7

The character comes upon a funeral by the side of the road. The mourners are just departing. The tombstone reads thusly:

R. I. P.
(character's true name)
Saved many lives,
Gave his/her life.

The mourners are too distraught to speak intelligibly; there are 27 mourners. Even the priest who presided over the funeral is too choked up to speak. If the character should press the matter, whoever he/she is talking to will look up into his/her face (for, up to now, everyone has been looking down at the ground, hanging their heads in sorrow), scream, and faint. The others, upon hearing the scream, will look, think they are seeing a ghost, and run away as fast as they are able.

In the grave is a newly-made simulacrum. The gravedigger's shovel is beside the grave.

Day 8

During the night, the character has a nightmare. In the dream, he/she sees himself/herself, naked and weaponless, drifting through an eerie, unnatural fog. After a while, a robed figure appears and floats towards the character. The figure stops, raises a billowing sleeve, and points a skeletal finger at the character. A voice pierces the character's mind; it says, "You are mine!" The figure then swings a hitherto unnoticed sickle, and its cowl falls away, revealing a grinning skull with glowing eyes. The character tries to turn, to scream, to run away, but he/she is paralyzed, unable even to blink. Just as the cold steel of the sickle blade slices the character's neck, he/she awakens, screaming in terror, shivering in fright, and with cold sweat pouring down his/her face. The character will find himself/herself several yards from the bedside (or outside the building). When the character returns to his/her bed, he/she will find 1 PP on the bed.

This dream has been induced by a meeting, during the day, that the character has been magically made to forget. The "beautiful woman" used hypnotism, as well as a pinch of Sand of Forgetfulness, to induce the dream and cause the character to forget the encounter. For game purposes, the character is assumed to miss all Saving Throws so as to allow this dream to take place, as there is a hint to be garnered from the nightmare.

Day 9

Because of the dream last night, the character finds that he/she has overslept and can only reach the Cave by midnight if he/she travels non-stop. The character will reach the Cave area at 11:30 p.m.

When the Cave area is reached, the character will be greeted by a beautiful woman in a rainbow-colored robe and a shadow-filled black cloak accompanied by four rough, dirty men with Heavy Crossbows, quivers of Bolts slung over their backs, and sheathed Broadswords at their belts. They make no threatening gestures, even if the character does. The woman will introduce herself as "Twilight" and her henchmen as "Spider," "Trapper," "Blackjack," and "Slasher." They already know who the character is, even if he/she is an Assassin in disguise or an Illusionist using a *Disguise* spell. Twilight tells the character to relax, perhaps for the last time. She tells him/her that an "old friend" awaits within the Cave of Despair. She will then make polite conversation until it is time for the character to enter the Cave; she will not answer any questions. Her four henchmen appear completely at ease, as does Twilight; in fact, they appear as if nothing out of the ordinary was about to happen. If the character tries to enter the Cave before it is time, he/she will find the entrance blocked by a unique Force Wall which can only be brought down by an *Open* spell (but who's going to cast an *Open* spell on a Force Wall?). On the stroke of midnight (a bell will be heard in the distance), the Force Wall will cease to exist. The character is then told to enter. If the character looks back at Twilight and company, he/she will find them gone without any trace that they were ever there.

The Cave of Despair

As each campaign's Cave will be different, I can only give the events that will happen, and you must key them to a specific location. The character should know exactly where he/she has to go within the Cave to meet his/her "old friend." On



the way there, the character will set off a series of Illusions which will re-enact certain events of the character's life, but with a few changes. There will also be two that portend to tell the future of the character. Following are the illusions in the order of appearance. The scenes are narrated by a voice in the character's mind (telepathy).

- 1 This illusion plays back the death of the closest person to the character. If nobody close to the character has died, the illusion pretends to know that the person died just after the character left to come here. In either case, the illusion says that the person died because the character was more interested in something else.
- 2 This illusion plays back a meeting between the character's henchmen (or hirelings, friends, etc.) which supposedly happened the day after the character left to come here. The henchmen are discussing how to overthrow the character and divide his/her treasure among themselves.
- 3 This illusion says that, 3 days after the character left his/her home, his/her enemies arrived and burned the place to the ground, killing everybody inside and stealing all his/her valuables.
- 4 This illusion plays back the killing of the character's first Magic-User enemy, but the character is shown to derive exquisite pleasure from the death.
- 5 This illusion shows the character stripped and tied to an altar of black marble. The room appears to be the room to which the character is going to find the "old friend." Standing above the character is a Liche who is about to carve the character into quarters with a ceremonial gold Hand Axe. As the character watches, the Liche gleefully proceeds with the grisly sacrifice/murder.
- 6 This illusion shows the character's spirit/soul in the afterlife as a very minor demon. The illusion says that the character will remain a very minor demon forever, always being tortured.
- 7 This illusion shows many images of the character, all advancing on the character, shouting, "You have no worth; therefore, you must die!" Not all of the images are illusions! Three are simulacrum which will attack the character. The simulacrum are all equipped with mundane items and have no magical items. They have 60% of the character's Hit Points; their Level is 20% that of the character's Level, and they have 50% of the character's knowledge and personality. The simulacrum and the images are all attired exactly as the character. The simulacrum will get first initiative because of the confusion generated by the other images.
- 8 This illusion takes place in the room to which the character is going to find the "old friend." The black marble altar, described in illusion No. 5, is against the back of the room. The room appears to be empty, but, when the character steps into the room, an illusion is activated. The illusion fills the room with images of the same Liche that appeared in illusion No. 5. All the Liche images are loudly intoning an evil-sounding chant which will drown out the noise of a secret door being opened behind the character (the door is a new construction). Out of the door steps the real Liche with a *Multiple Image* spell already operating. It creates 4 images. Roll for surprise, giving the character a -1 on the die roll (minimum of 1) and giving the Liche a +2 on the die roll (maximum of 6). If there is no surprise, use the same penalty and bonus for the initiative die roll.

The Liche will attempt to paralyze the character by touching him/her. If the character has a magical item that prevents paralyzation, the Liche will use its Rod of Magic Draining upon the item first. In any event, the Liche will try to immobilize the character with all the powers at its command (see description of the Liche) and then strip the character and tie the character to the altar. If the Liche brings the character below 0 HTK, it will make sure the character doesn't die until the moment of sacrifice by utilizing curative potions.

After the character has been tied to the altar, the Liche will begin an unholy ceremony which is the prelude to the sacrifice/murder in illusion No. 5. During the ceremony, the character will find out that the Liche is actually the first Magic User that he/she killed, as portrayed in illusion No. 4. It seems that this Magic User was resurrected, sent on numerous quests, became ultra-powerful, and passed into Liche status at the culmination of a horrendously evil life. The Liche is now occupied in killing off all those that it knew who are still living. The character is the first such person in this part of the world.

At the climax of the ceremony, when all appears over for the character, a brightly glowing Crossbow Bolt hurtles across the room and pierces the Liche, whose agony is evident from its death-scream. The Bolt is a Bolt of Liche-Slaying. Twilight and her henchmen appear at the altar. Spider reslings his Crossbow over his back as the other 3 untie the character. Twilight explains, "I think I like you, (character's full name)." She will explain her actions no more than that as she and her henchmen escort the character out of the Cave. When the outside is reached, the character will see a magnificent coach with 4 Pegasi harnessed. The henchmen enter the coach first; Twilight bids farewell to the character and then departs into the night sky in the magical coach.

The character now has a lot to think about (hopefully) as he/she returns home alone and, perhaps, just a little bit wiser.

Thus ends the journey to the Cave of Despair. Following are the stats on Twilight, her henchmen, and the Liche (whom she was helping until the very end).

Twilight: 20th Level Illusionist, 31 (87) years old, 5' 3" tall, 120 lbs., HP: 50, MOVE: 12", STR: 9, INT: 19, WIS: 13, CON: 15, END: 15, STA: 14, DEX: 18, AGL: 18, SPD: 13, CHA: 18, LED: 17, LCK: 18. Skycoach (MOVE: 18"/48", 6 Person Capacity, Astral/Ethereal Plane Travel, Pegasi are Perm. Illusion.

Spells Available: (You, as the Judge, should give Twilight whatever magic items she would need to completely neutralize the player, should the need arise. You should also give Twilight a full complement of spells of those that would be most useful in any situation the player character can create. If the need for more items arises, give them to Twilight's henchmen.

Trapper: 9th Level Assassin, 32 years old, 5' 11" tall, 168 lbs, HP: 43, MOVE: 12", STR: 12, INT: 15, WIS: 9, CON: 14, END: 13, STA: 14, DEX: 17, AGL: 16, SPD: 16, CHA: 10, LED: 12, LCK: 15, +1 Heavy Crossbow, 15 +3 Bolts, +2 Broad-sword, Bolt of Liche-Slaying,

Blackjack: 6th Level Assassin, 28 years old, 6' 1" tall, 182 lbs., HP: 36, MOVE: 12", STR: 16, INT: 12, WIS: 7, CON: 15, END: 16, STA: 15, DEX: 15, AGL: 14, SPD: 14, CHA: 7, LED: 9, LCK: 13, +1 Heavy Crossbow, 18 +2 Bolts, +2 Broad-sword,

Slasher: 6th Level Assassin, 27 years old, 5' 6" tall, 162 lbs., HP: 30, MOVE: 12", STR: 13, INT: 11, WIS: 8, CON: 13, END: 13, STA: 13, DEX: 18, AGL: 18, SPD: 17, CHA: 8, LED: 7, LCK: 15, +1 Heavy Crossbow, 19 +1 Bolts, +2 Broad-sword,

Spider: 10th Level Assassin, 38 years old, 5' 9" tall, 156 lbs. HP: 49, MOVE: 12", STR: 13, INT: 14, WIS: 8, CON: 14, END: 12, STA: 13, DEX: 18, AGL: 18, SPD: 16, CHA: 8, LED: 6, LCK: 12, +1 Heavy Crossbow, 12 +3 Bolts, +3 Broad-sword,

The Liche: The Liche is the first Magic User that the character killed, so only the basics are given here to enable you to personalize it. The Liche should be more powerful than the character, with powers enabling it to neutralize the character. The Liche should not be given more than three more magic items, as the Cave of Despair is not its base of operations. At the end of the adventure, Twilight will give the character one of the Liche's magic items and keep the rest for herself, even if she can't use them.

The Liche: AC: 0, MOVE: 9", HD: 15+, HP: 90+, DAM: 1 - 8 + Paralyze, INT: 19. Immune to Enchantments and Necromantic spells, 25% Magic Resistant. Has 2 Potions of Major Healing (6 - 30 points restored), Rod of Magic Draining, Crystal Ball with Telepathy,

The spells and magic items available to the Liche are best drawn up by you, keeping in mind that the object is to sacrifice the character, and, therefore, the character must be captured, not killed.

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