GIANT'S PERCH

An Adventure for Character Levels 3-6

**Compatible with Old School Fantasy Games Including Labyrinth Lord™**

The elven alchemist Corlue needs brave adventurers to help him locate a rare plant in the northern woods. This plant can help him locate an ancient undead king who seeks to return to life and conquer the world. Who will aid him in his quest?

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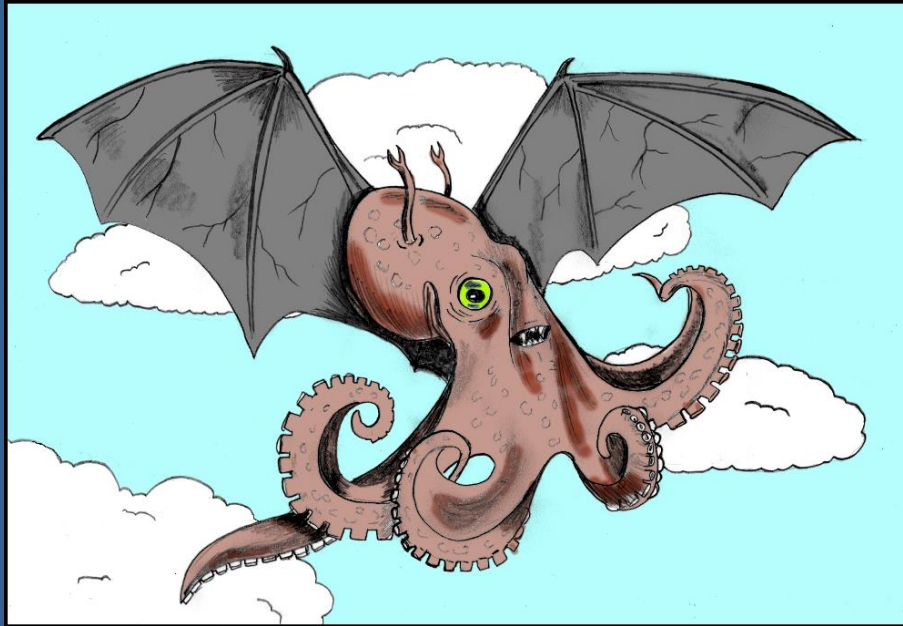
GIANT'S PERCH

Travel north to the abandoned mountain temple known as Giant's Perch. There you will help recover a rare plant whose extract my help stem the tide of an ancient undead evil. Not bad for a few days work.   Here's what you get for your gold pieces:

- *a base town and local personalities (NPC's)*
- *new monsters (including the Octobat!)*
- *pregenerated player characters (PC's)*
- *map images for use with a Virtual Tabletop*
- *printable large maps (color and black and white)*
- *printable tokens*

This adventure can be used with your favorite old school fantasy ruleset, retroclone, or retro-inspired game with little or no modifications. It can also be used with later editions with a little tweaking.

Gaming looks even sweeter from Sharp Mountain!

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GIANT'S PERCH: INTRODUCTION

Welcome, and thanks for purchasing this product. This adventure is designed for use with your favorite old-school game, retroclone, or retro-inspired game. You should be able to use the stats in this adventure with little or no modification. Pre-generated characters are provided at the end of the adventure for your convenience. Print them, pass them out, and you're ready to go. Also, your players can use their own characters if you plan to weave this adventure into your current campaign.

In this adventure, the player characters (PC's) will encounter the skilled elven alchemist Corlue, and aid him in his mission. They will seek the location of flowers which Corlue hopes to use as spell components to locate an ancient evil. However, it won't be as easy as going to the woods to pick daisies.

Nothing ever is.

NOTES FOR THE GAME MASTER
Monsters: Full monster description blocks are provided for new monsters. A "to hit" chart is provided with each for your convenience.

Armor Class: Armor class is provided in both descending and ascending format. For example, if AC is listed as 8(12), 8 is descending, and 12 ascending.

Adjusting for Party Size: This adventure was designed for 4-6 players, assuming the major classes (fighter, magic user, cleric, thief) are represented. For smaller parties, feel free to reduce the number of opponents.

Rule Zero: Change whatever you like. Move magic items and rewards; let the monsters wander wherever you need them. Have opponents run away if things get really bad. It's your call.

BEGINNING THE ADVENTURE
Players begin their adventure in the town of Adela. This bustling trade center lies at the crossing of a major river and the main road to the west. Local farmers, craftsmen, and hunters all ply their wares in the markets. Residents are used to seeing a wide variety of travelers, so this is a welcoming town for diverse adventuring parties. *[GM's note: if you are using your own base town, just adjust the NPC's and descriptions mentioned here accordingly.]*

INVOLVING THE PLAYERS: If the player characters (PC's) are from Adela, Mayor DeGray will hire them to meet Corlue, an elven alchemist who is travelling to town. They are to escort him safely for the last few miles of his journey. If there are any elves in the party, they may be related to Corlue. Other party members may have met him on previous adventures and be willing to help him arrive safely. If none of these options works in your campaign, perhaps the party is travelling to Adela and chances to meet up with him on the road. If you are running this as a one-shot or convention module, simply give them a little background, tell them that they are deputies from the town, and get right to Encounter 1. Here's some information to help role-play the encounter with Mayor DeGray.

A MEETING WITH THE MAYOR: Mayor Clifton DeGray, a small, thin man with a gray beard asks to see the party. He has a soft, gentle voice, and his vocabulary indicates he's had some education. He asks the PC's to travel about three miles outside of town to the bridge crossing Three Trout Stream. There they will meet an elven alchemist, Corlue, who is coming to the town on an important mission. He will offer to pay the party about 50 gp each for the day's work, though if anyone knows Corlue, they may offer to do it for free.

If asked for more information, he will say that while he doesn't expect any trouble, he would still prefer it if Corlue did not travel the final part of his journey alone. There have been rumors of some creatures roaming the woods north of town, and he'd feel better with more security. He cannot spare his deputies at this time as the spring trading season is now fully underway.

PART ONE: MEETING CORLUE (Map 1)

The journey out of town is uneventful. It is a warm spring morning, and the walk is pleasant. The road to the bridge is a branch from the main road, and is fairly secluded. Weeds grow in the middle of the path, and there is damp mud in some of the deeper wagon ruts. Ahead is the stone bridge that crosses Three Trout Creek. As the PC's approach the turn leading to the bridge, they hear a great deal of noise up ahead. Thieves may wish to use their MOVE SILENTLY or HEAR NOISE skills to investigate further.

ACTION: When they get close enough, they will hear a clear male voice yelling "Leave me pass! I have no quarrel with you! Why are you doing this?"

As they get within visible range, they will see a brown haired, hazel-eyed elf. He is clutching his right leg, and seems to have been wounded. There are four frogmen accosting the elf with their spears. There are two on each side of the bridge, and the two on the far side have a Death Toad (see below) with them. The Death Toad is hissing at the elf, and straining at the rope around its neck. The frogmen will attack the party on sight, and sic the Death Toad on them.
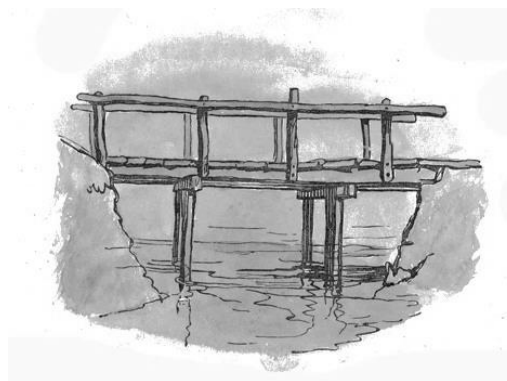
If PC's wish to ford the river, they will find that the water is about four feet deep, fast-moving, and cold. They must make a DEXTERITY check as they cross the river. A failed check means that they were unable to cross it in one round, and will have to try another DEXTERITY check again next round. They do not get to attack while struggling through the water.

ROLEPLAYING: If any of the frogmen are captured or *Charmed*, they will beg and plead pitifully for their lives. They speak in short sentences and always end each sentence with a "croak." They will reveal that they were hired by a man with a beard to waylay Corlue. The man did not tell them his name or where he was going. He did hire a few other frogmen to accompany him. They were paid in rare beetles about the size of a grapefruit. The frogmen will gladly show them the beetles, and be surprised if they are not as impressed with this delicacy. It's up to the party to decide what to do with any captured frogmen or their Death Toad.

Corlue will be very grateful to the party, and will greet any old friends or relatives warmly. He will tell them that the frogmen caught him unaware, as he was deep in thought about his current errand. Though he is wounded, he will be able to limp to town with some help. He will not want to discuss his errand until the party gets to town, saying "Some things should not be discussed in the wild."

REWARDS: As an alchemist, Corlue has a non-magical healing tonic with him. There is enough for three doses, each of which provides 1d4 points of healing. Multiple does may be taken by a single individual if needed.

CORLUE (Elf 4)				27 hp	AC 6(14)
STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
11	13	13	13	10	11

Saving Throws

P/DR	MW	TTS	DB	Spells
10	11	11	13	12

Weapons (Ascending Attack Bonus +1)
Sword: +0 (1d8)
Bow: +1 (1d6)

Gear
Spellbook, Leather Armor, Sword, Bow, Healing Tonic, Alchemist's kit

To Hit

AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18

Special Abilities
Infravision, Find secret doors (2/6), No ghoul paralysis
Languages: *Elvish, Orc, Hobgoblin, Gnoll, Dragon*

Spells
First level (2/day): *Magic missile, Knock*
Second level (2/day): *Charm Person, Invisibility*

FROGMEN

Armor Class:	8 (12)
Hit Dice:	2*(9 hp)
Attacks:	1
Damage:	1d6 or weapon
Move:	120'(40')
Save As:	F2
Morale:	7
Treasure Type:	D (in lair)
XP:	25

Frogmen are bipedal frogs that stand about four and a half feet tall. They wear small loincloths, and a belt with a carrying bag. Their weapon of choice is a spear, though they can also kick with their powerful legs. They generally speak a few words of the common tongue, and end each sentence with a throaty croak.

When attacking from dry ground, they may use their LEAP ATTACK. They hop into the air and plunge their weapons downward. This gives them a +1 to their attack and damage rolls, but increases their AC to 9(11) for the next round since they are more vulnerable from below.

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

DEATH TOAD

Armor Class:	7 (13)
Hit Dice:	3*(15 hp)
Attacks:	1 tongue
Damage:	special
Move:	90'(30')
No. Appearing:	1
Save As:	F3
Morale:	8
Treasure Type:	none
XP:	50

The Death Toad is a large toad with a thick hide. They are unintelligent, and weigh about 200 lbs. Frogmen keep them as pets and as guard animals. They attack with their tongue, which secrets a powerful chemical. On a successful melee hit, the victim must SAVE vs. PARALYSIS or be paralyzed for 1d6 rounds. Unless the Death Toad is being attacked by another, it will begin to devour the paralyzed victim. This inflicts 1d4 points of damage per round (no save) until the Toad is killed or the player wakes up and can fight or flee.

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

PART TWO: BACK IN ADELA

Once they are back in town, Corlue tells the party his true purpose. There are rumors that an ancient despot has returned to life. His name is lost to history, but he is remembered as the Dawn King. Before he was killed by a band of legendary heroes, he vowed to return again as an undead lord. Corlue hopes to find a way to track the Dawn King, so he can be dealt with before he can attract followers.

To do this, Corlue needs a particularly rare flower that grew in the time of the Dawn King. It is known as the Dawn Blossom, and grows somewhere in the secluded reaches north of Adela. Supposedly there is a tree person in the forest who knows the location of every plant in his home. The being's name is Elmheart, and if they can ask around for information in town, he will be glad to have them accompany him in the morning. Both he and the mayor will be happy to pay them for their services, and the GM can decide upon a reasonable price.

GM's Note: Corlue's Wound
It is up to the GM to decide the severity of Corlue's wound. If the party is small, or lacks a magic-user, you may want to decide that the wound is pretty minor. That way he can accompany the party as an NPC. Also, Corlue can be upgraded to a PC is you have a new player or need a replacement character after facing the Death Toad. (Change the gender if you like). If you wish Corlue to remain in town, simply declare that he is unable to travel, and needs the party to complete his quest.

ROLEPLAYING: While in town, combat or physical challenges are unlikely (unless the PC's intentionally pick a fight. You never know). So their main task will be to get as much information about Elmheart as possible. If they ask where to go, the mayor or anyone in town will direct them to the Lost Goat Inn. It caters to many people who spend a great deal of time in the forests. Several NPC's who can be found at the Lost Goat are detailed below. If players come up with a different plan of investigation, feel free to move the NPC's around to wherever you need them. For example, Arneson, the proprietor of the inn could just as easily be the owner of a hunting supply shop.

The Lost Goat Inn is a large and well-kept wooden building. The furniture is solid, but not fancy. Many hunting trophies hang on the wall. Upon entering, they will be directed to a table. The proprietor, Arnie Arneson will approach them after they place their order. Here is a description of Arneson and some of the other patrons.

Arnie Arneson – Arnie a chubby aging man with a white beard. He will ask the PC's if they are enjoying their meal, and will stay a bit to talk with them. He loves to laugh, especially at his own jokes. (A number of them involve halflings being tossed by larger beings). If the players are friendly and civil to him, he will direct them to Forthwind, a woodsman who is very familiar with the area.

Crocetta – Crocetta is Arnie's sister-in-law and actually owns the Lost Goat Inn. (She bailed it out when Arnie almost lost it betting on owlbear races). She is about 45 years old, with coal-black hair and a perpetual scowl on her face. Players will have a hard time getting much information out of her. However, if a few gold coins are slid in her direction, she may direct them to Muriel Oldmen.

Muriel Oldmen – Muriel is the town apothecary, and spends many hours collecting herbs and plants for her medicines. She is in her 50's, but is still quite spry thanks to her frequent wanderings. She is cautious with strangers, but not unfriendly. If players explain their situation and perhaps agree to buy some medicines from her, she may be willing to give them directions to Elmheart's dwelling. Her medicines are not true healing potions, but each PC can buy one vial of medicine that heals 1d4 points of damage.

Walter the Bald – Walter the Bald is a slender man in his mid-thirties. He had a brown beard and long, flowing brown hair. He is a hunter, and knows the local woods quite well. He will lead them to the woods and point them in the right direction, but only if they agree to pay him 100 gp. He is not mean or nasty, but will not agree to help them unless he is well paid.

Forthwind – Forthwind is a dotty old man in a fur hat. He has a long white beard, and speaks loudly and often. He will be very welcoming, especially if the party buys him a few ales. He has a cabin east of town, but enjoys coming in to the Lost Goat for camaraderie. He loves being close to nature, and wanders for weeks at a time in the woods. He is great friends with Elmheart. He will at first be cagey about Elmheart's location. If the party seems sincerely concerned with protecting Adela and the forest, he will eventually agree to draw a map to Elmheart's dwelling. He will accompany the party until they are close to Elmheart's home.

REWARDS: The main reward that the PC's will acquire is information on finding Elmheart. If an NPC agrees to show them the way, they will meet the following morning.

If players wish to purchase healing potions, have someone direct them to Oldmen's Apothecary Shoppe. There they can purchase healing medicine that heals 1d4 points of damage. One dose per PC is available.

Most other mundane items are available in town. However, magic items are not available. Also, armor and weapons will be difficult to purchase. Arrows and daggers are available, but larger purchases would take the blacksmith weeks to make. Also, Corlue is concerned that their mission is urgent, and that they get underway at once.

PART THREE: SEARCHING FOR ELMHEART (Map 2)

The journey north from Adela is uneventful. You travel north on a sparsely traveled, but passable trail. Eventually you will come to a deer path that strikes off the main trail. If the party brought along a guide such as Forthwind, they will leave you at this point. It is about 3 miles in from the path to the Elmheart's home, and the PC's are gradually gain altitude as they hike.

As they climb the hill to **Area 1** on **Map 2**, they see thin smoke coming from the glen about 30 feet below. They also hear noise, some being is crying loudly in distress. If the party approaches the top of the cliff face (or sends a thief ahead), they will see a great tree on fire, lying at the bottom of the cliff. There are five men (brigands) around the tree carrying torches. The area may be some sort of natural dwelling, as there are two stone tables and a fire pit present.

ACTION: As soon as the party comes down the cliff (using the paths on either side), or is otherwise spotted, the brigands will flee. They will dash across the stream and run up the path towards **Area 2**. As the party reaches the bottom, they will see that the tree on fire is really some sort of creature, and is in great distress. It hollers "Help!! Burning to death!!!"

If the players attempt to put out the fire, it will take three characters three rounds. No rolls are necessary, and there are clay and wooden pots under stone tables. These can be used to carry water for the pond and stream. If all PC's participate, the fire can be put out in only two rounds. If the party does not attempt to save Smoothbark, she will die in five rounds. Spells such as *Resist Fire* may also be used.

Player characters who decide to pursue the brigands may cross the stream without difficulty. The water is about 3 feet deep, clear and cold. As they reach **Area 2,** they will see that the ground is quite muddy. The stream often pools and spills over here. Any character entering **Area 2** must make a DEXTERITY check or be slowed to ½ movement rate until they make a successful DEXTERITY check in following rounds. Brigands must also make the DEXTERITY check (assume they have a DEXTERITY of 10). If PC's make their checks and any of the brigands fail, this can be an opportunity to capture a brigand.

BRIGAND (1 HD)					6 hp		AC 7(13)	
#At 1, DMG 1d6, Save F1, ML 7								
AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18

ROLEPLAYING: Any brigands who are captured will beg and bargain for their freedom. They are members of the Broken Rope Gang hired by a bearded man, Mr. Raeus, to stop any of the tree creatures from pursuing him. However, they will claim they did not know the tree creature was intelligent before setting it on fire. If the party agrees to release them (or intimidates them) they will reveal that Mr. Raeus took the first tree creature up to Giant's Perch. There he hopes to meet someone later today. If released, the brigands will disappear into the forest. Some suitable names for the brigands include *Vertigorn*, *Alaric*, and *Houkie (the leader)*.

The tree creature is of a younger breed known as Wanderwoods. Her name is Smoothbark and she stands about 7 feet tall. Statistics are provided below should you need a replacement PC or an NPC to round out a small party. Feel free to change the name and gender to suit your needs. (Wanderwoods are detailed in their own supplement, **Wanderwoods**, also available from *Sharp Mountain Games*. However, purchase of that supplement is *NOT* necessary to use the character for this adventure.)

If the party saved her life, Smoothbark is extremely grateful. She was coming to check on her friend Elmheart when she was beset by the brigands. They knocked her over and set fire to her. Before she was attacked, she did see signs of a struggle in the dirt and strange, frog-like footprints in the mud in **Area 2.** That path leads towards Giant's Perch.

If asked about Giant's Perch, Smoothbark will provide the following information. Giant's Perch was once the site where an evil cult was building a dark temple. However the giantess Skalge heard about this and killed them all with poisonous smoke. She then built a great seat on the far side of the mountain. She would often sit there and watch for signs of undead rising from the north. The temple is rumored to be haunted by the remains of the cultists. The temple is about 2 miles north of Elmheart's home, and Smoothbark will be willing to accompany them to the entrance to the temple.

REWARDS: The brigands have 5 gp each on their persons. Houkie has 50 gp. Their swords and daggers are all mundane and of low quality.

There is a shelf carved into the cliff face about eight feet from the ground. Inside, Elmheart has stored a wax sealed pot of healing draughts. There is enough liquid for 5 doses inside, and each dose heals 1d4 points of damage. A single individual may consume more than one draught.

Smoothbark also gives them a DRIED MOSS BALL that can be thrown up to 30 feet. On landing, the ball explodes into a puff of dried moss powder. Any creature within a 10 foot radius of the landing point must make a SAVING THROW vs. POISON or be unable to act for the following round.

If the party did not save Smoothbark, and all the brigands got away, they may still track Elmheart to Giant's Perch. There are tracks visible in the mud that are easy to follow (no roll needed). One party member may attempt a WISDOM roll to see that the tracks include both human and frog-like footprints.

WANDERWOOD 4				**40 hp**	**AC 5(15)**
STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
13	8	16	14	12	10
Saving Throws					
DR/P	*MW*	*TTS*		*DB*	*Spells*
11	10	12		14	8

Weapons (Ascending Attack Bonus +2)
  Great Staff: +1 (1d6+1)
  Sling: -1 (1d4)

Gear
  Great Staff, Sling, Sling Stones, Pouch

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

Special Abilities/Restrictions
- Tracking (45%)
- Healing Herbs (1d6)
- Photosynthetic (requires light every two days)
- Flammable (SVvsDB or catch fire)

Languages: *Common, Dryad*

PART FOUR: THE GIANT'S PERCH (Map 3)

The party will not be harassed on their trip up the mountain. The path is narrow, but there are many broken tree limbs suggesting that some beings travelled here recently. At the end of their journey, the mountain peak stands before them. *[GM's note: feel free to add a wandering monster encounter or a run-in with the brigands who escaped at your discretion.]*

AREA 1

A stone stairway rises about 50 feet to an opening in the cliff face. The opening is framed by stonework, indicating that this is not a natural cave. The path approaching the stairs does have some brush nearby to provide cover. As they approach, PC's will notice that the path continues to the left to **Area 2**.

Most significantly, PC's will see eight skeletons, bearing swords and spears, marching up and down the stairs. As they reach the top eight stairs, they turn around and march to the bottom eight stairs. Then they turn around and repeat the trip again. The skeleton at the top of the line carries a spear in one hand and a large hand bell in the other. They wear the tattered remains of robes and some armor pieces.

ACTION: As soon as the skeletons notice the party, they will attack. They will come down from the steps to block the party's way to **Area 2**. The skeleton with the bell will begin to ring it as soon as it sees the party. However, he will not be able to ring it fully until the second round. If that skeleton is killed or turned, it will drop the bell into the dirt. All skeletons will fight to the death (well, the second death).

SKELETON (1 HD)				5 hp		AC 7(13)		
#At 1, DMG 1d6, Save F1, ML 12								
Immune to *Sleep*, *Charm*, and mind reading.								
AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18

ROLEPLAYING: The skeletons are unable to speak.

REWARDS: The skeletons do not carry anything of value. Examining their robes reveals that each wears a tattered black stole with gold embroidery. The stoles have no value, but a cleric who makes a successful WISDOM check will recognize the symbols as evil signs. Clearly these are the remains of the people who built the temple.

> **Special GM's Note:** Some parties may wish to go over the mountaintop directly to the Giant's Perch, avoiding **Area's 1** and **2**. If that happens, consider moving the skeleton and/or frogman encounter to somewhere outside on the mountain. You might also make the beetleswarm an outside encounter. Place them in a pit trap rather than in **Area 10**. Or you can have them proceed right to the final encounter in **Area 12**, and they can clean out the temple on their way back or as a follow-up adventure.

AREA 2

There is another entrance to the complex at **Area 2**. It is about 40 feet from the ground. However the stairs here collapsed or were destroyed some time ago. The blocks from the steps litter the cliff, and can provide footing for those who wish to climb to the entrance above. The entrance at the top is similar to the one in **Area 1**. To the left of the doorway a large medallion is hanging. The medallion is about 20 inches in diameter and has a rising sun emblem (though this will be difficult for anyone to see from the ground.) It is hanging from a peg driven into the rock and secured with a rope.

ACTION: Climbing the cliff face requires three STRENGTH checks. Some PC's may wish to climb up and throw a rope down. If using a rope, players must still make the STRENGTH checks, but their chance of success is greater. The possibilities for climbing are:

Successes (No Rope)	Successes (Rope)	Results
3	2	PC reaches the top unharmed.
2	1	PC reaches the top, but slipped and takes 1d3 points of damage
1 or 0	0	PC fell and takes 1d3 points of damage. They must try again.
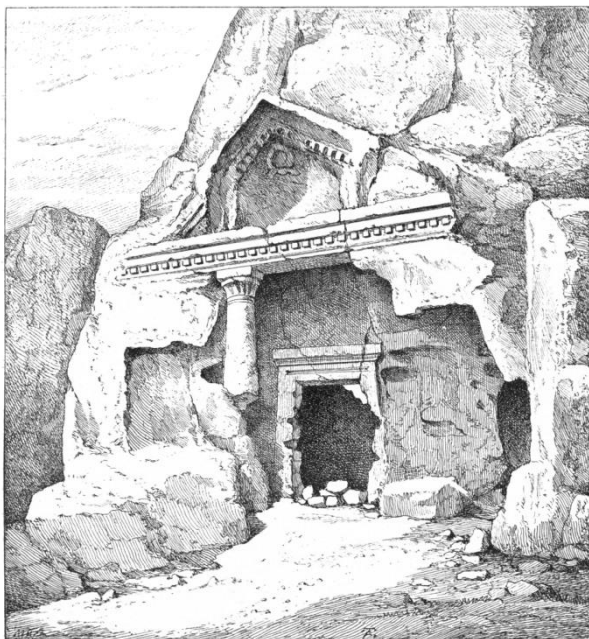
When any character approaches within 10 feet of the medallion, it will begin to hum like a vibrating gong. If characters enter the doorway or touch the medallion, it will peel with a loud gonging sound.

A silence spell will stop the noise, as will destroying the medallion. Assume the medallion has 10 hit points and can be hit automatically once it is on the ground. If the PC's try to sever the rope with a ranged shot, assume that hitting an AC of 4 knocks it to the ground. Any hit or magical attack will break the rope. If the medallion falls, it will become silent once it is 10 feet or more away from any character. Once the medallion makes its gonging sound, the skeletons from **Area 1** will arrive from inside the complex in

two rounds. They will immediately attack the party. If the skeletons were already killed or turned, the noise and vibration of the gong will increase the party's chances of springing the trap in **Area 10**.
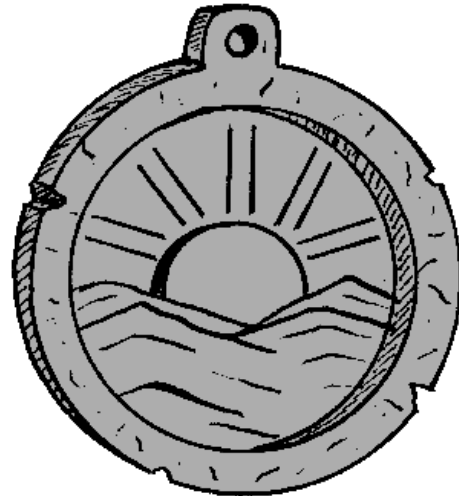
REWARDS: The medallion has a market value of 100 gp if it is undamaged. However, it will still make noise even if it is inside a PC's sack or cloak.

*[GM's Note: If the party bypasses **Area 2**, consider moving the medallion to the far wall of **Area 4**. If it does more than hum, the frogmen from **Area 9** will come to investigate in 2 rounds.]*

AREA 3

All of the walls, floors and ceilings in the complex are of worked stone. Some have cracked or fallen over the years, but most are still intact. There are symbols carved into the stones at certain points. They repeat the evil symbols found on the skeletons' stoles. This larger room contains a well in the middle of it. There is water down about 30 feet. However, any character that drinks the water must make a SAVING THROW vs. POISON or take 1d6 damage. The water is not harmful if you simply touch it and cannot be used as a thrown weapon.

AREA 4

This area served as the sleeping chambers for the cultists. The beds and bedding are rotted, and the beds will collapse if anyone sits on them. There is one locked chest in the room, and an unlocked door to **Area 5**. If the party bypasses **Area 2**, the medallion will be hung in this room above the chest. If the medallion is allowed to gong, the frogmen from **Area 9** will show up in three rounds.

ACTION: The chest is locked and trapped. On an unsuccessful REMOVE TRAPS attempt, to if anyone attempts to smash it open, a puff of gray powder will fill the air surrounding the chest. Any PC within 10 feet of the chest must make a SAVING THROW vs. POISON or start sneezing for 1d6 rounds. This sneezing will also attract the frogmen from **Area 9**. The character suffers a -1 penalty to their "to hit" rolls while they are sneezing.

REWARDS: Inside the chest are 137 gp, a wine-colored gem worth 400 gp, and a scroll of *Cure Serious Wounds*.

AREA 5
The door is wooden, unlocked, and opens into the latrine. Even worshippers of evil need to go.

AREA 6
Steps lead upward to **Area 6.** This room contains a heavy wooden table and four stools. The floor is littered with broken beetle shells. There are several flasks of water on the floor as well.

AREA 7
The door to this room is wooden, locked, but not trapped. This was the pantry and most of the stored food has long since turned to dust.

REWARDS: There are two flasks sealed with wax that still contain liquid. They are unlabeled, but can be tasted to reveal their contents. One contains cooking oil and the other brandy. Both liquids are flammable.

AREA 8
As players approach the doorway, they will see a sickly yellow light coming from the room. Looking inside, they will see that this was once a chapel. There are three pillars on each side supporting a roof 25 feet tall. The pillars are carved with the same symbols that are on the walls. In the very center of the room is a large stone basin. It has a man-sized (and shaped) depression in the center and is stained dark brown on the inside and on the top.

On the far side of the room is an altar. A slender woman clad in plain brown robes, her long sandy hair tied back, stands behind the altar. She is motionless, with her hands raised above her head. She is bathed in the yellow light, which is coming from a yellow gem mounted in the ceiling above the altar.

ACTION: If the PC's shine a light up to the ceiling (or demi-humans use their infravision), they will see that there are two more gems mounted evenly between the door and the far gem. These two gems are yellow, but are not glowing. As players move into the three center squares, they must make a SAVING THROW vs. PARALYSIS or be stricken motionless like the woman. They must make a second save if they continue up the center of the room. If they duck behind the pillars, they may move forward unimpeded.

A *Darkness* (*Light* reversed) spell can be used to stop the lights. This will release any characters held by the gems. They can also be pulled from the light, but the person pulling must make a SAVING THROW vs. PARALYSIS or be trapped as well. The gems can be knocked from their mountings with a successful ranged shot at a -2 penalty. The gems will not be destroyed by the fall, and will emit light if anyone gets within 30 feet of them. A cloak or cover placed directly over the gem will block out the dangerous effect of the light. This will also work for a character if they cover all of themselves. No skin may be exposed.

They can be destroyed by taking 15 points of damage. However, if the party is noisy or smashes the gems, the frogmen from **Area 9** will show up in two rounds and attack them.

ROLEPLAYING: If released, the young woman will collapse on the floor exhausted. A healing potion or a *Cure Light Wounds* spell will restore her. *[GM's Note: if the party is low on healing, you may wish to allow food and drink to restore her.]*

Once she is feeling better, she will tell the party her name, Gwendon, and that she is a nature cleric who lives nearby. Yesterday, she was captured by the frogmen and questioned by a well-dressed man with a beard, Mr. Raeus. He wanted to know the location of a certain wildflower, the Dawn Blossom, but she did not know where they grew. When it became evident that she was telling the truth, he imprisoned her in the yellow gem's light. While standing there, she did see the frogmen drag a tree through the corridor, the man following behind them.

REWARDS: If the party searches and makes a successful FIND SECRET DOORS (2 in 6 for elves, 1 in 6 for everyone else) they will discover a secret compartment in the altar. Inside are two scrolls. One has a *Light* spell and the other a *Levitate* spell. There are also two healing potions which heal 1d6+1 hit points each.

AREA 9

Six frogmen guards have set up quarters here. There are blankets and hay on the floor, as well as plenty of cracked beetle shells. They are not making any effort to be quiet as they sit in a circle on the floor. They are engaged in a game that involves trying to crack a large beetle shell with their fists. They have their spears close at hand, though. There is a stairway visible on the far side of the room.

ACTION: A quiet party has the opportunity to gain surprise on the frogmen. However, they will grab their spears and be ready to attack when it is their turn. The ceiling here is about 15 feet tall, high enough for them to use their leap attack. After one round, two of them will run through **Area 10**, though a player following them will notice that they hopped across the floor. An abbreviated stat block for the frogmen is present below for your convenience

ROLEPLAYING: Captured or *Charmed* frogmen will plead for their freedom, though only in one-syllable words (and ending in "croak"). They will point toward **Area 10** and say "cliff." They will also make wing-like motions with their hands. They will nod enthusiastically if the word "tree" is mentioned and again point to **Area 10.** If they are forced to walk through **Area 10**, they have the same 2 in 6 chance of springing the trap as anyone else.

REWARDS: The frogmen carry nothing of value, though the PC's could certainly use their spears if they like.

FROGMEN (2 HD)					9 hp		AC 8(12)	
#At 1, DMG 1d6, Save F2, ML 7								
LEAP ATTACK								
+1 to hit, but AC is 9(11) for next round								
AC	9	8	7	6	5	4	3	2	1
To Hit	9	10	11	12	13	14	15	16	17

AREA 10

This is a straight hallway that slopes gently upward. Dim natural light is visible from the far end of the passageway where rough stone steps lead upward. Twigs and leaves litter the floor, and there is a dark 5 inch gap between the side walls and the floor.

ACTION: As players cross the floor, there is a 2 in 6 chance (1 or 2 on a 1d6) that they will trigger the beetle swarm. If they allowed the medallion to gong in **Area 2** or **Area 4** increase the chance to 4 in 6. If the PC's are suspicious and have a good plan, reduce the probability of springing the trap to 1 chance in 6.

If the trap is sprung, two beetle swarms come out of the openings in the bottom. They will move to attack party members on either side of the passageway.

BEETLE SWARM	
Armor Class:	7(13)
Hit Dice:	3 (13 hp)
Attacks:	1 tongue
Damage:	2 pts/4 pts if unarmored
Move:	30'(10') *[Flying: 60'(20')]*
No. Appearing:	1-3 swarms
Save As:	Normal Man
Morale:	11
Treasure Type:	none
XP:	50

A swarm of beetles will be attracted to the warm bodies of adventuring parties. They cover a 10' X 30' area. Any being within the swarm takes an automatic 2 points of damage per round, 4 for unarmored beings. Victims have two choices to escape the swarm.

Brushing them off with a weapon or other device - This will take three rounds, assuming the character also runs away from the swarm. Weapons do not damage the swarm.

Driving them off - A *Sleep* spell will affect the entire swarm. Smoke will drive them away, though the person holding the smoking torch or object must make a DEXTERITY check or take damage from the swarm for one more round. Thrown torches will do 1d4 damage per round. Other spells such as *Magic Missile* or *Fireball* will do damage to the swarm.

If a character immerses themselves in water, they will take damage for one more round. After that, all of the beetles will be dead.
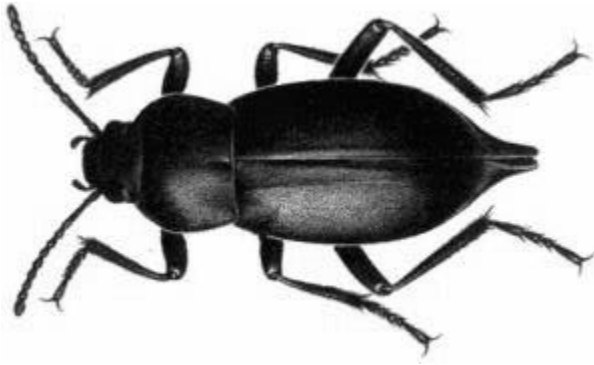
AREA 11:

The temple complex finally ends and the party is now out in the open. There are some trees and brush for cover here on the mountaintop, and a mountain lake is farther in the woods. The path here is mostly overgrown, though some beings have passed through here recently. Just as in the passageway in **Area 10**, there are broken twigs and leaves on the path.

AREA 12:

As party members approach **Area 12**, they will see that a depression has been cut into the side of the mountain, like a giant seat. The seat is approximately 20 feet deep, and the party will be at the top of the arm rests and the back rest. The nearest arm rest, the back rest, and the seat itself are slabs of rock that are still intact. If players wish to slide down the back rest, they may do so at twice their normal movement rate. However, they must make a DEXTERITY check or take 1d3 points of damage. The arm rest on the far side has collapsed into rubble, and can be climbed down as one full round action. In front of the seat, the mountain side slopes sharply down for about 60 feet.

On the seat itself, there is a bearded man in his early forties. He is very well dressed, and has a satchel with him. He is surrounded by three frogmen with spears. There are several additional spears at their feet. A larger Wanderwood tree person (Elmheart) is lying on the ground, tied with rough ropes. The bearded man is conversing with two flying creatures. They are shaped like an octopus, but are held aloft on bat wings. They speak in strange, blubbering voice, and their conversation is difficult to make out.

ACTION: If the PC's are quiet, they may get in a surprise round. If either of the frogmen from **Area 9** were allowed to escape, they will be present and

initiative should be rolled as normal. The frogmen will attack as soon as the PC's are in range of their spears, and Mr. Raeus will immediately cast his spells. Each Octobat will engage the party for one round, and then move to lift Elmheart the following round. Since this is a difficult process, it will take one round to get a good grip on him, and then they will hover in the air about 8 feet off the ground for another round. During this process, they can only make one attack rather than four as their other arms are busy. They may choose to use their ink attack as well. If any PC wishes to jump onto Elmheart to attack them, allow them to make a DEXTERITY check with no penalty for failure. If the PC's fail to free Elmheart during these first three rounds, they can still get off ranged attacks and spells for one more round as the creatures fly away.

[GM's Note: The suggestions here for the action are just that, suggestions. If the party is quite weakened at this point, feel free to have Mr. Raeus hold back on his spells, or have the Octobats flee after taking damage. It's your call.]

ROLEPLAYING: If captured, the frogmen will plead for their life, promising beetles in return. Mr. Raeus will also try to bargain. If the party did not rescue Elmheart, Mr. Raeus will claim to know the location of the Dawn Blossoms, and offer to lead the party there. However, he will try to escape at the earliest. *[GM's note: it is up to you whether he is telling the truth.]* He will also try to bribe the party with 2000 gp that he has on his person. Lastly he will claim that he was only trying to trick the Octobats into revealing the Dawn King's location. (In actuality, he was selling Elmheart to the Dawn King. The Dawn King wanted to destroy the Dawn Blossoms).

If either Octobat is captured, they will blubber hateful words at the party, laughing at how the Dawn King will eventually rule all of their kind. If they have used their ink attacks, they will try this while captured. They will reveal that their master wants to destroy the Dawn Blossoms to prevent anyone from tracking him.

Elmheart will be very grateful to the party. He will also welcome any news of Smoothbark. He will wish to leave this area quickly. If the party did not travel through the tunnels to get there, he will urge them to return that way and clear out the skeletons or remaining frogmen. Though Elmheart is an older

Wanderwood, he is weakened from his ordeal. Use the statistics for the fourth level Wanderwood provided earlier if he is to accompany the party and to fight with them.

REWARDS: Mr. Raeus has 2000 gp on his person, and his spellbook. Magic-Users and Elves are free to add his spells to their list, though they may not be of sufficient level to use all of them.

MR. RAEUS (5 HD)   16 hp AC 8(12)
#At 1, DMG 1d4 (Dagger), Save MU 5, ML 9

Spells available:
☐ Magic Missile   ☐ Light
☐ Mirror Image   ☐ Phantasmal Force
☐ Fireball (3d6)

AC	9	8	7	6	5	4	3	2	1
To Hit	10	11	12	13	14	15	16	17	18
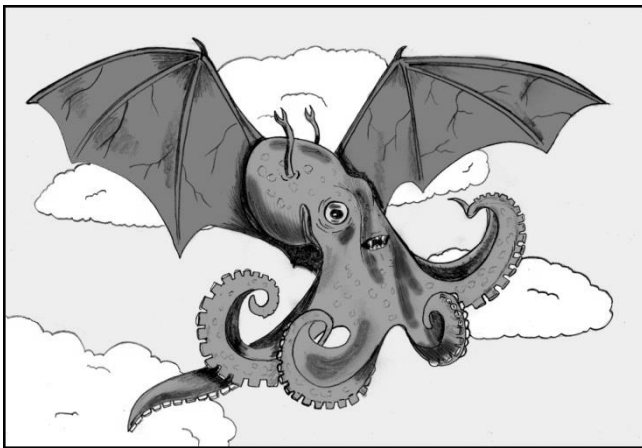
OCTOBAT

Armor Class:	4 (16)
Hit Dice:	8** (36 hp)
No. of Attacks:	4 tentacles *or* Acid Ink (3/day)
Damage:	1d6/1d6/1d6/1d6 *or* 3d6
Movement:	60' (fly)
No. Appearing:	1-5
Save As:	Fighter 8
Morale:	12
Treasure Type:	None
XP:	1700

Octobats are intelligent creatures who often work for evil wizards, clerics, or warlords. They resemble an octopus with bat wings.

These dangerous creatures tend to bludgeon victims with four of their tentacles. They do not generally entangle their victims for fear of having their tentacles severed. (If they do, the victim is entangled on a successful attack, and must perform a successful OPEN DOORS attempt to free themselves.)

Three times per day they can use their **Acid Ink** attack. This attack does 3d6 damage, but victims can make a SAVING THROW vs. DRAGON BREATH for half damage. **Acid Ink can be fired 20' and affects a 10' radius area.** Acid Ink can dissolve a **Web** in one full round.

AC	9	8	7	6	5	4	3	2	1
To Hit	3	4	5	6	7	8	9	10	11

CONCLUDING THE ADVENTURE

If the party rescued Elmheart, he will take them to a small, dark clearing deep in the mountains. It is nearly a full day's walk from his home. If the GM wishes, they can certainly have the party encounter wandering monsters on the way. They might also encounter any brigands that they freed earlier in the adventure.

Upon reaching the clearing, Elmheart will allow them to take one plant in a pot that he provides. The plants are a brilliant purple color, with a light pink center. They give off a strong, pleasant fragrance

EXTENDING THE ADVENTURE

If the party seeks the location of the Dawn Blossoms at a later date, they will find that the plants have been uprooted. Elmheart will not reveal their new location, though he might be persuaded to part with a second plant if the need is grave enough.

Once Corlue has had a chance to prepare his potions, willing party members can consume some to have brief visions of the Dawn King. They will see where he or his cohorts are operating, and perhaps get an idea of their plans. This can provide adventure hooks for an ongoing campaign. For example, the players might:

- Disrupt the building of a fortress
- Capture one of his spies and see what he knows
- Prevent them from acquiring powerful magic items
- Face the Dawn King himself in his hidden tomb (though they may need a few more levels before undertaking this.)

Best of luck in your gaming, and hope you enjoyed this adventure.

Appendix 1: PREGENERATED CHARACTERS

CLERIC 4 — 24 hp — AC 6(14)

STR	DEX	CON	INT	WIS	CHA
14	8	10	12	16	13

Saving Throws

P/DR	MW	TTS	DB	Spells
11	12	14	16	15

Weapons (Ascending Attack Bonus = +1)
Mace: +1 (1d6+1)
Sling: -1 (1d4)

Gear
Chainmail, Mace, Sling, Holy Symbol, Holy
Water, Healing Potion

To Hit

AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18

Turn Undead

Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy
D	T	T	7	9	11

Spells
First level (2/day)
Second level (1/day)

ELF 4 — 24 hp — AC 3(17)

STR	DEX	CON	INT	WIS	CHA
12	16	10	13	8	14

Saving Throws

P/DR	MW	TTS	DB	Spells
10	11	11	13	12

Weapons (Ascending Attack Bonus = +3)
Sword: +0 (1d8)
Bow: +2 (1d6)

Gear
Spellbook, Chainmail, Sword, Bow, Healing
Potion

To Hit

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

Special Abilities
Infravision, Find secret doors (2/6), No ghoul
paralysis
Languages: *Elvish, Orc, Hobgoblin, Gnoll, Dragon*

Spells
First level (2/day): *Magic missile, Sleep*
Second level (2/day): *Continual light, Invisibility*

DWARF 4 — 36 hp — AC 5(15)

STR	DEX	CON	INT	WIS	CHA
16	12	14	10	13	8

Saving Throws

P/DR	MW	TTS	DB	Spells
6	7	8	10	10

Weapons (Ascending Attack Bonus = +3)
2-handed Axe: +2 (1d8+2)
Dagger: +2 (1d4+2)
Dagger, thrown: +0 (1d4)

Gear
Chainmail, 2-handed axe, Dagger, Healing Potion

To Hit

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

Special Abilities
Infravision, Find traps and mining (2/6)
Languages: *Dwarvish, Gnomish, Kobold*

FIGHTER 4 — 36 hp — AC 4(16)

STR	DEX	CON	INT	WIS	CHA
16	13	14	12	10	8

Saving Throws

P/DR	MW	TTS	DB	Spells
10	11	12	13	14

Weapons (Ascending Attack Bonus = +3)
2 handed sword: +2 (1d10+2)
Bow: +1 (1d6)

Gear
Chainmail, 2 Handed sword, Bow, Healing Potion

To Hit

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

HALFLING 4
24 hp   AC 4(16)

STR	DEX	CON	INT	WIS	CHA
8	14	10	12	16	13

Saving Throws

P/DR	MW	TTS	DB	Spells
6	7	8	10	10

Weapons (Ascending Attack Bonus = +3)
  Short sword: -1 (1d6-1)
  Bow: +1 (1d6)

Gear
  Chainmail, Short sword, Bow, Marbles, Healing
  Potion

To Hit

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

Special Abilities
  -2 AC (large opponents)
  Hide Outdoors (90%)
  Hide Indoors (33%)

MAGIC USER 4
16 hp   AC 8 (12)

STR	DEX	CON	INT	WIS	CHA
8	13	10	16	12	14

Saving Throws

P/DR	MW	TTS	DB	Spells
13	14	13	16	15

Weapons (Ascending Attack Bonus = +1)
  Dagger: -1 (1d4)
  Dagger (thrown): +1 (1d4)

Gear
  Spellbook, 3 Daggers, Healing Potion, Sweet
  Robes

To Hit

AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18

Spells
  First level (2/day): *Magic missile, Charm person*
  Second level (2/day): *Web, Mirror Image*
Languages: *Elvish, Dragon*

THIEF 4
20 hp   AC 5(15)

STR	DEX	CON	INT	WIS	CHA
12	16	14	10	8	13

Saving Throws

P/DR	MW	TTS	DB	Spells
13	14	13	16	16

Weapons (Ascending Attack Bonus = +1)
  Short Sword: +0 (1d6)
  Dagger: +0 (1d4)
  Dagger, thrown: +3 (1d4)
Backstab +4 to hit and double damage

Gear
  Leather Armor, Short sword, 2 Daggers,
  Thieves tools, Healing Potion

To Hit

AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18

Thieves' Abilities

Open Locks (30%)	Climb (90%)
Remove Traps (25%)	Hide in Shadows (25%)
Pick Pockets (35%)	Hear Noise (50%)
Move Silently (35%)	

The following additional pregenerated characters are from the supplement **"Additional Racial Classes for Basic and Expert Style Games",** also published by Sharp Mountain Games and available on **drivethrurpg.com.**

DWARVEN CLERIC 4				32 hp	AC 6(14)
STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
14	8	10	12	16	13

Saving Throws

DR/P	*MW*	*TTS*	*DB*	*Spells*
7	8	9	12	11

Weapons (Ascending Attack Bonus = +1)
  Mace: +1 (1d6+1)
  Sling: -1 (1d4)

Gear
  Chainmail, Mace, Sling, Holy Symbol, Holy
  Water, Healing Potion

To Hit

AC	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Roll	10	11	12	13	14	15	16	17	18

Turn Undead

Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy
D	T	T	7	9	11

Spells
  First level (2/day)
  Second level (1/day)

Special Abilities
  Infravision
  Find traps and mining (2/6)

Languages: *Dwarvish, Gnomish, Kobold, Goblin*

ELVEN FIGHTER 4				28 hp	AC 4(16)
STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
13	16	14	12	10	8

Saving Throws

DR/P	*MW*	*TTS*	*DB*	*Spells*
11	12	12	14	14

Weapons (Ascending Attack Bonus = +3)
  2 handed sword: +1 (1d10+1)
  Bow: +2 (1d6)

Gear
  Chainmail, 2 Handed sword, Bow, Healing Potion

To Hit

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

Special Abilities
  Infravision
  Find secret doors (2/6)
  No ghoul paralysis

Languages: *Elvish, Orc, Hobgoblin, Gnoll*

HALFLING THIEF 4				28 hp	AC 5(15)
STR	*DEX*	*CON*	*INT*	*WIS*	*CHA*
12	16	14	10	8	13

Saving Throws

DR/P	*MW*	*TTS*	*DB*	*Spells*
7	8	9	12	11

Weapons (Ascending Attack Bonus = +1)
  Short Sword: +0 (1d6)
  Dagger: +0 (1d4)
  Dagger, thrown: +3 (1d4)
Backstab +4 to hit and double damage

Gear
  Leather Armor, Short sword, 2 Daggers,
  Thieves tools, Healing Potion

To Hit

AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18

Thieves' Abilities
  Open Locks (30%)   Climb (90%)
   Remove Traps (25%)   Hide in Shadows (48%)
   Pick Pockets (35%)   Hear Noise (50%)
   Move Silently (35%)

Special Abilities
  -2 AC (large opponents), +1 ranged
  Hide Outdoors (90%)
  Hide Indoors (33%)

Appendix 2: Color Maps

Map 1. The bridge at Three Trout Stream

(1 square = 10 ft.)

Map 2. Elmheart's Home and Surrounding Area

(1 square = 10 ft.)
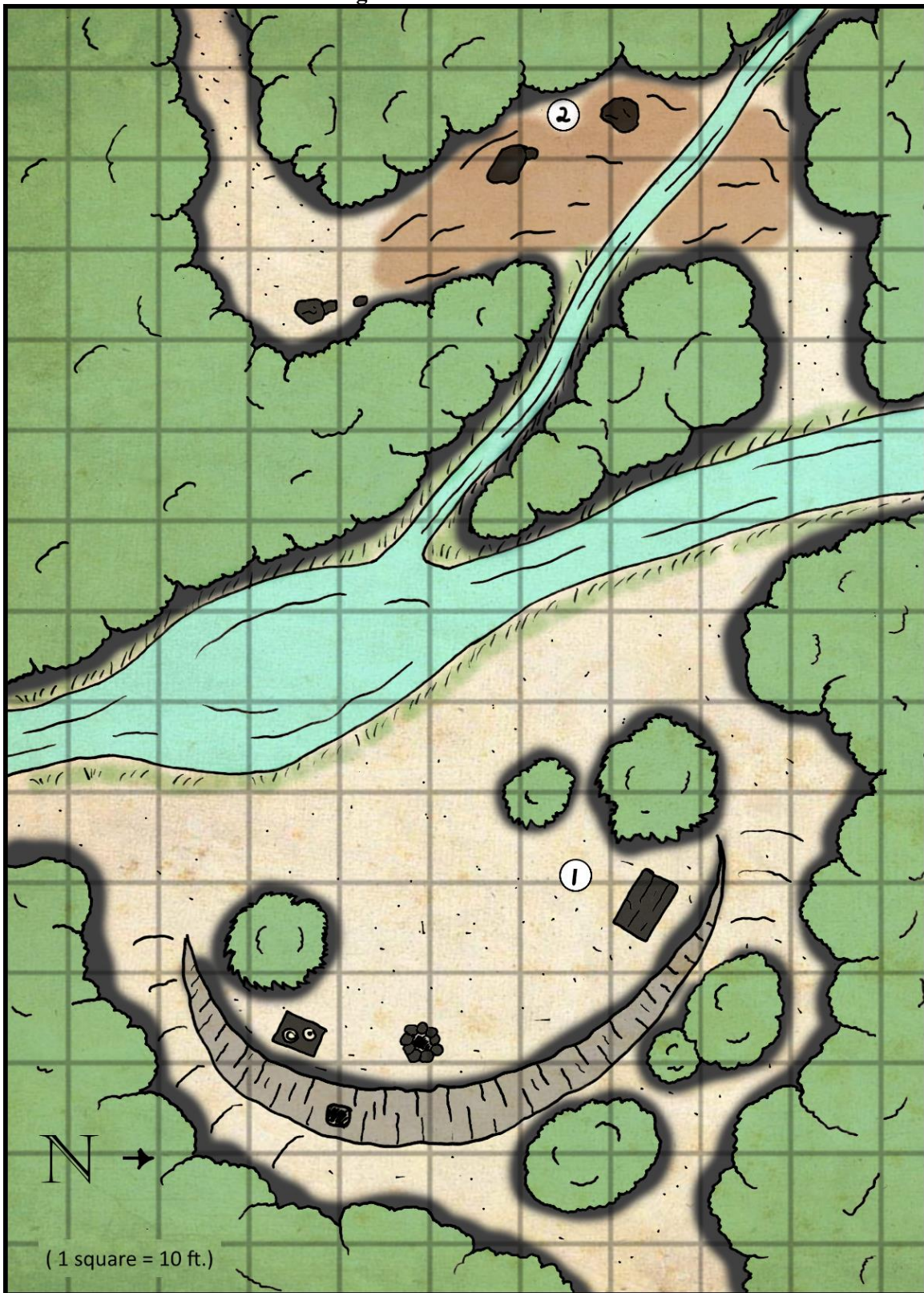
Map 3: The Abandoned Temple and Giant's Perch

Appendix 3: Printer Friendly Maps

Map 1. The bridge at Three Trout Stream

(1 square = 10 ft.)
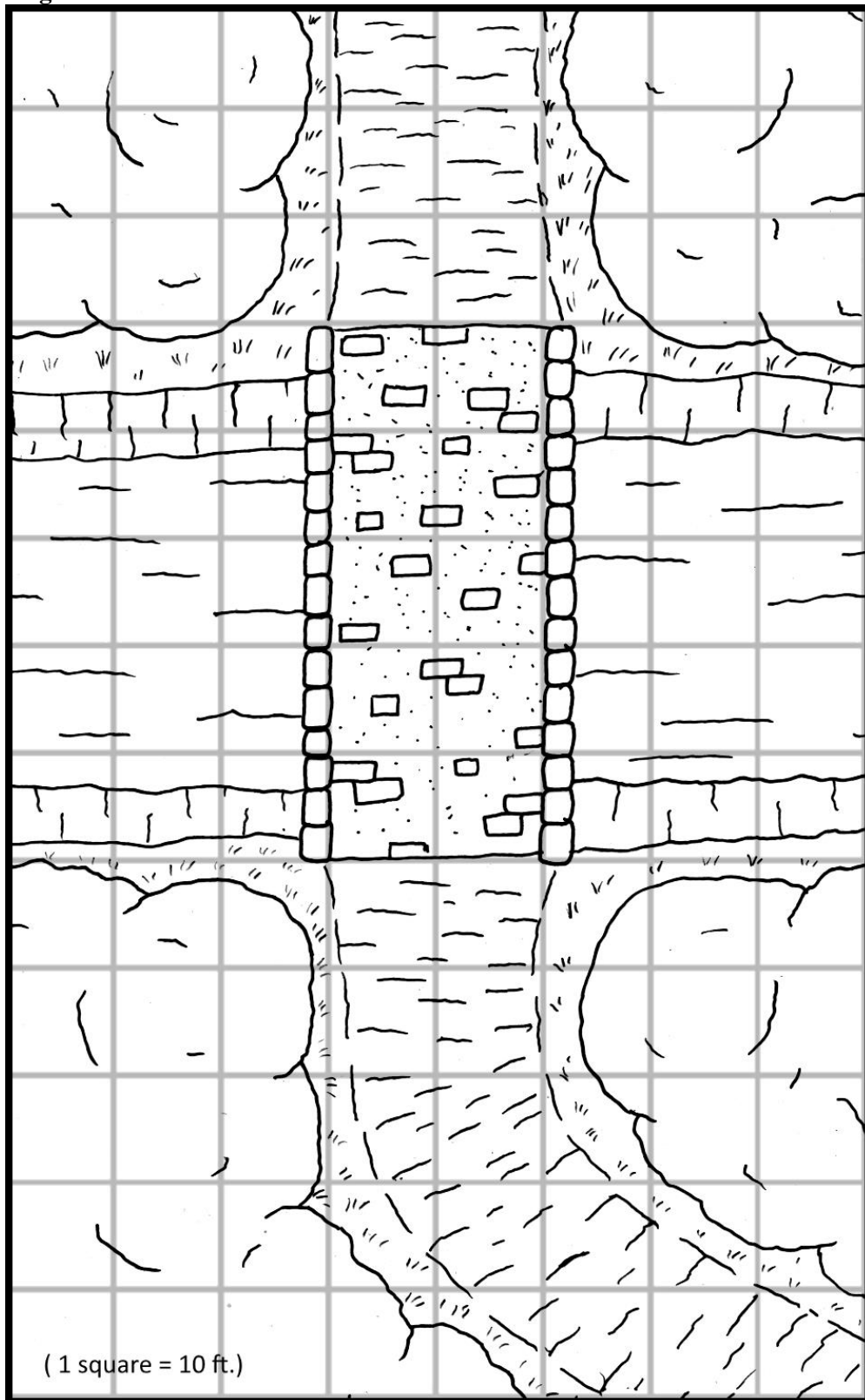
Map 2. Elmheart's Home and Surrounding Area

Map 3: The Abandoned Temple and Giant's Perch

(1 square = 10 feet)

Appendix 4: TOKENS PAGE