



FROG GOD GAMES ADVENTURES

MENACE IN RAVENTREACH

by James Thomas



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MENAGE IN RAVENTREACH

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Menace in Ravenreach

By James Thomas

A Swords & Wizardry adventure for 4-th to 7th levels

Welcome to Ravenreach

The untamed lands of the north are dangerous and profitable, with opportunities aplenty for the intrepid adventurer. In civilized lands, pickings are few; local lords and city magistrates levy heavy taxes and procure a percentage of the profits. Out on the frontier, however, the strong, the clever, and the determined can still gain riches and glory.

Ravenreach is one small outpost amid the wild hills and deep forests beyond the Borderlands. The hardy inhabitants have hacked and hammered out a town, ringed it with a palisade, and raised a small keep and garrison under the leadership of Baron Bartholomew Blackraven, the illegitimate son of a wealthy noble. Though favored by his father, Bartholomew could never inherit. With his father's patronage and a royal commission, he marched into the wilds seeking his fortune. There, he and his company slew the fierce dragon Murk on a high hill named Raven's Rock. The location provided fresh water and a superior vantage point above the surrounding territory, which was rich in furs, timber, and precious metals. Soon, settlers made camps and homesteads grew nearby, gathering in the bounty of the land. Ravenreach was founded.

Dangerous animals and monsters still ranged throughout the region, however. At first, Baron Blackraven and his men dealt with these threats. Before long, though, the settlements were too widespread, and the baron was too busy administrating the growing community. Word went out and notices were posted in the thriving lands to the south to find stalwart adventurers seeking prospects. One day, a talented magic-user named Minder arrived at Ravenreach. He impressed the baron with his magical skills and was promptly placed on retainer at Castle Ravenrock. In exchange for providing spells and potions for the baron, he was allowed to pursue his own interest: trolls.

This prurient fascination may be the downfall of the small community unless the characters figure out a way to set things right.

Adventures in Ravenreach

Menace in Ravenreach and *Mystery in Ravenrock* allow characters to involve themselves in the intrigues besetting the small outpost community. In the first part of the adventure, they find themselves seeking a dangerous troll, as well as helping the outlying mines under similar assault. In the second part, they return to Castle Ravenrock to uncover the mystery that has locked down the castle and branded them malcontents planning to overthrow the community. The adventures can be run separately if you do not want to combine them into one larger adventure.

Adventure Background

Fascinated by the ability of trolls to regenerate their wounds, the magic-user Minder sought a means of incorporating such healing in other subjects — and just needed a live troll specimen to experiment on. The baron's agents are on the lookout for adventurers strong enough to procure a suitable test subject. Others have tried and failed miserably, never returning.

Unfortunately for any adventurers now seeking to capture a troll, the creatures have become wise to the many hunters scouring the woods. A troll named Coaltongue has loosely organized the many trolls against any attempts to capture one of their own. (Characters might face Coaltongue during the adventure; see **Optional Encounter 3: Ending the Troll Menace** for more.) The trolls enlisted the aid of other forest denizens to their cause, and more powerful trolls are even now traveling down out of the mountains and the frozen lands looking to aid the cause.

The characters arrive at the frontier town of Ravenreach, where local toughs feeling their oats soon start a bar fight with the new arrivals. The fight draws the attention of the town's ranger captain, who offers the characters a chance to serve Ravenreach's baron. Minder, the court's magic-user, needs the characters to capture a troll and bring it back alive. What better way to prove themselves to the baron? After capturing the troll, the tiny village again turns to the characters when a wagon train is attacked. The adventurers are sent to investigate, only to find death and destruction, and are then asked to escort a second caravan carrying supplies to a snowed-in mining camp high up in the mountains. The characters must fight their way into the mountains, but their success proves they are capable. Come spring, they are asked to escort another caravan, this one to a dwarven mine. This time, however, the characters find the dwarves disheartened and scared. A newly opened mine has claimed some of their own, and the dwarves need the characters' help to figure out what is going on.

This part of the adventure ends with the characters celebrating a spring festival with their new dwarven friends. It continues in *Mystery in Ravenrock*.

Adventure Hooks

The following ideas can be used to get the characters involved in the adventure, or feel free to make up your own.

Public Notice: The characters find public notices posted around the town, village, or city where they are currently staying about becoming guards in a small village called Ravenreach. Give the players the **Public Notice Handout**. **Guard Duty:** A traveling grain merchant wants to do business on the frontier. She has heard of the characters' abilities and offers them 25gp each plus tents and board if they escort her caravan on the three-week journey to Ravenreach.

Missionary Work: A divine character is asked by a temple elder to go to the frontier town of Ravenreach where they have neither a shrine nor a temple! The character could greatly glorify their deity by demonstrating their might to the unreached peoples of the North!

Part I: The Path to Ravenreach

The curtain of trees parts along the newly blazed forest path, revealing a looming craggy hill ahead in the distance. Through the slanting rain and wind, you make out the angular outline of a keep atop the hill: Castle Ravenrock. As the road winds alongside a shallow river, the wooden walls of a small town emerge and a sturdy timbered bridge leads to the gates. Guards regard you curiously, and one says, “State your business in Ravenreach.”

Almost any reasonable answer is acceptable. The question is primarily to detect deception. If the **guard** thinks the characters are lying or otherwise being evasive, they are detained outside pending an interview with **Captain Haro Norundi**. The gate toll is 1sp per head (animals are 1cp).

Town Guard Captain Haro Norundi, Male Dwarf Guard (Ftr7): HP 49; AC 5[14]; Atk warhammer (1d4+2); Move 9; Save 8; AL N; CL/XP 7/600; **Special:** +1 to hit and damage strength bonus, darkvision (60ft), detect stonework, multiple attacks (7) vs. creatures with 1 or fewer HD.

Equipment: chainmail, warhammer.

Male or Female Human Guard: HD 1; AC 7[12]; Atk short sword (1d8); Move 12; Save 17; AL L or N; CL/XP 1/15; **Special:** none.

Ravenreach is a small frontier settlement with muddy streets and roughhewn wooden buildings. Five wooden towers and a timbered palisade keep wild animals and monsters at bay. Looking down from its craggy roost above is Castle Ravenrock: a simple square keep of dark

Ravenreach

Small town

Government autocracy

Population 322 (257 humans, 26 dwarves, 14 gnomes, 25 other)

Notable NPCs

Bartholomew Blackraven, Baron of Ravenreach (L male human Ftr8)

Master Minder, Court Wizard (C male human MU15)

Jeremy Thorn, Captain, Loyal Order of Rangers (L male human Rgr8)

Serai the Fairhanded, Castle Guard Captain (N female half-ogre Ftr7)

Haro Norundi, Town Guard Captain (N male dwarf Ftr7)

Lex The Wanderer, local hero (N male human Ftr3)

Dieter Chanty, cabin keeper (C male human commoner)

Klund Farrowdal, town blacksmith (L male dwarf smithy)

Iggy “Barrel Buster,” barkeeper (N male human barkeep)

Murrus Selfridge (N male human commoner) **and sons, Marn and Errik** (N male teenage human commoners), traders

Lector, wheelwright (N male human commoner)

stone, a bailey wall under construction before it. Its sole access is a short winding road — the only paved way in town — that leads to a front door raised one level off the ground. The town contains a brewery, a bar (The Dancing Bear), a stable, and a blacksmith. A barracks doubles as the town’s jail. Selfridge’s Trading Post offers an incredible array of tools and supplies suitable for this region. Visitors can rent one of six small (10ft by 10ft), spartan, one-room cabins from Dieter Chanty for 10gp a week, payment required in advance. No board is provided, and no wild animals are allowed. Firewood is 1cp a bundle (enough for one night).

The town’s guards are responsible only for manning the towers and keeping public order. They prefer not to get involved in altercations, but if they do, they usually side with locals over outsiders.

Trade Goods and Tokens of Exchange

Being a frontier area, coinage is in short supply in Ravenreach, so nearly all transactions involve barter. Certain locally produced trade goods carry standardized values and thus serve as currency. Most everyone knows the value of these goods and accepts them just like coin-based transactions elsewhere.

Buckskins are worth 1gp each. This includes cattle and even horse hides.

Valuable furs include beaver (2gp), fox (3gp), ermine (4gp), mink (3gp), and muskrat (1gp) pelts. Nearly half of all transactions include furs.

Gold dust is also used for all kinds of transactions. The region has a sizable gold prospecting community (mostly placer mines) that make gold dust a widespread commodity. Small, portable scales are commonly used for weighing gold dust.

Dwarven silver ingots (1gp each) are minted at a mining operation in the eastern hills called Dimthinlode. They are accepted everywhere in the region due to their dependable weight and purity.

Hacksilver is a less common form of currency used by barbaric tribes throughout the region. It consists of silver rings or flats chained or hooked together and sometimes used as a form of cheap adornment. Pieces can be detached and traded by weight.

General Rumors

When characters question locals, choose from the following responses as appropriate, or make up your own rumors:

Cultist Activity: “There’s an evil cult doing mischief ’round here. I seen their wicked fetishes in the trees. Prob’ly doin’ blood sacrifices in the night.” (False.)

Minder’s Experiments: “Master Minder makes magic potions for the baron. I heard he tests them on castle guardsmen.” (False, but it’s true that he’s ready to begin experimenting on “volunteers.”)

Monsters on the Highway: “Be wary how ye go through the wilderness, friends. I heard tell how a prospector went out and disappeared completely. The only thing left behind was a bloody saddle ripped in half!” (True. Trolls killed Ollif on the road last spring.)

Cold Weather Warning: “Winter is coming. This year’s prediction is for an early cold snap and heavy snows. You’d best get some winter gear from the trading post.” (True.)

Rumors About Baron Bartholomew Blackraven:

- “Baron Blackraven is a firm but fair ruler. He keeps us safe and doesn’t interfere in our affairs.”

- “Feh! The baron cares nothing for the common people. He had me put in the stocks for two days for stealing a couple of chickens. TWO DAYS!”

- “Blackraven is nothing like the nobles in the south. Few laws and hardly any taxes. I’m going to stay here awhile and seek my fortune!”

- “Since the baron started patrols in our area, we’ve had fewer problems with wandering monsters and such. Next year I plan to expand my herds and hire some new hands.”

- “Now that the roads are safer, we’ve had more business at our shop. I hope it continues.”



Locations in Town

Presented below are a few locations within or near Ravenreach that the characters might visit during their stay. Note that the Dancing Bear is used to spark the adventure that follows, although you could just as easily have the Gretis Brothers attack the characters in the street if you need to get them going in the right direction.

Old Levy the Alchemist

Old Levy the Alchemist brews folk remedies, tonics, and questionable potions. An enthusiastic entrepreneur, he has a cabin just outside Ravenreach. He is very interested in selling his homemade and homebrewed potions to the characters. Most are harmless, just foul-tasting roots steeped in water. He sells his brews for 5gp, a bargain he claims for such wondrous healing draughts, although if pressed, he admits that sometimes the potions have minds of their own. The locals know better than to buy from the old man. Roll on the following table if the characters drink one of Old Levy's strange concoctions:

1d20	Result
1	Imbiber falls asleep for 1d6 hours (no save).
2	Subject is poisoned.
3	Subject begins sweating profusely, with the musky sweat doubling the chances of wandering monster encounters for 12 hours.
4	Imbiber is stricken blind and deaf for 6 hours (no save).
5–16	Harmless water and roots. No effect.
17	<i>Potion of healing</i>
18	<i>Potion of flying</i>
19	<i>Potion of growth</i>

1d20	Result
20	<i>Potion of extra healing</i>

Old Levy (MU3): HP 7; AC 9[10] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** staff (1d6); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** +2 save vs. spells, staves and wands, spells (3/1).

Spells: 1st—*light, magic missile, shield*; 2nd—*web*.

Equipment: staff.

Selfridge and Sons Trading Post

Murrus Selfridge runs this small trading post with his 2 sons, **Marn** and **Errik**. They mostly deal in equipment to help the local miners (sifters and pans, picks and axes, etc.), tools, a variety of traps for the fur traders and hunters, and climbing gear and cold-weather gear for anyone venturing into the mountains. Prices are 50% higher than normal. They sell normal weapons and armor, although these are twice as expensive as normal (and may be pre-owned).

Murrus Selfridge, Male Human Merchant: HP 11; AC 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

Equipment: dagger.

Marn Selfridge, Male Human Merchant: HP 5; AC 9[10]; **Atk** hand axe (1d6); **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special:** none.

Equipment: hand axe.

Errik Selfridge, Male Human Merchant: HP 4; AC 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** none.

Equipment: dagger.

The Dancing Bear

This is the only public drinking establishment in Ravenreach. Owned by Iggy “Barrel Buster,” a famous local wrestler, the joint is known for its cheap local ale (1cp) served in wooden cups by Iggy and the waitress Sharela. Animal skins and horns adorn the walls. A weekly arm-wrestling contest attracts a large crowd. The winner receives a 1gp prize plus local bragging rights in Ravenreach. If a fight breaks out in his establishment, Iggy may attempt to break it up. If weapons are drawn, he pulls a cord in the corner that rings a bell on the roof. He has an arrangement with the town guard, who come to his aid in 1d3 + 2 rounds.

Iggy “Barrel Buster,” Male Human Barkeep: HP 33; AC 9[10]; Atk strike (1d4); Move 12; Save 12; AL N; CL/XP 5/240; Special: none.

Sharela, Female Human Waitress: HP 3; AC 9[10]; Atk strike (1hp); Move 12; Save 18; AL L; CL/XP A/5; Special: none.

When the characters arrive, four local toughs known as the **Gretis Brothers** are at the bar, spoiling for a fight. (You could take the fight up a notch by increasing the number of brothers to match the number of characters.) The Gretis Brothers see the characters as an opportunity to have some fun, which to them means a brutal bar fight. They would love to knock these newcomers out cold and then toss them out into the muddy street! To get things started, one of the brothers calls a character “weak looking,” and escalates the taunts from there until a fight breaks out (and they throw the first punch if the characters don’t rise to the occasion). The other brothers immediately join in. The Gretis Brothers fight with their fists. If a weapon is drawn, however, they draw their daggers and defend themselves. If the fight goes against them, they make a hasty retreat out the front and back doors.

The Gretis Brothers (primarily Bron, Arn, Lex, and Faris, and Juliam and Martis if you need them) flee for their lives if it looks as if the characters might wipe them out.

Gretis Brothers, Male Human Street Toughs: HD 5; HP 5d8; AC 7[12]; Atk strike (1d4) or dagger (1d4); Move 12; Save 12; AL N; CL/XP 5/240; Special: none.

Equipment: leather armor, dagger, 1d6sp.

Possible Outcomes

Listed below are a few outcomes of the fight, but others are possible:

The characters are thrown out: The characters awaken to see **Jeremy Thorn** looking over them curiously. “New in town?” he asks, smiling. Jeremy offers them a towel and a warm bowl of soup at the Loyal Order of Ranger Guards chapterhouse. The affable ranger captain asks their names and occupations to assess their usefulness for service in the region; chronically shorthanded, he is always looking for new recruits. Though he would prefer they help out on trail patrol, the baron recently directed him (again) to find likely candidates to help Master Minder. Thorn knows well of the magic-user’s desire to capture a troll. He’s sent enough men into the wilderness who have never returned. But his baron is making the requests, so Thorn must agree (no matter his feelings on the subject). **The Gretis Brothers are knocked out or flee the scene, but none are slain:**

Jeremy Thorn watches the fleeing Gretis Brothers from across the street, then addresses the characters as above.

One or more Gretis Brothers die in the barfight: Barfights occasionally turn deadly in the frontier, but the guards all know that the Gretis Brothers are usually to blame — though it is rare when one of their number is among the dead. Still, any characters who can stand up to the brutal Gretis Brothers are surely adventurers who can handle themselves in a fight. Guard

Haro Norundi recognizes an opportunity when he sees one and asks the characters to meet Jeremy Thorn at the barracks the following morning to discuss a dangerous venture.

Bring Me a Troll

The morning after accepting Jeremy’s offer, the ranger captain takes the characters to Castle Ravenrock to visit Master Minder.

Captain Jeremy Thorn leads the way from the muddy streets of the town up the steep, winding pavement to the keep. “Master Minder resides in the keep but he spends most of his time in his workroom.” He leads you down a series of descending passageways in the dungeon underneath the keep. At last he pauses at a guarded door. The large room beyond is filled with curious and arcane objects. A black bird on an ornate perch squawks loudly at your entrance. Several tables are cluttered with scrolls, tomes, notebooks, and odd items. A large bookcase and scroll case sit along the walls. A gray-haired man in faded red garments is squinting over paperwork with a magnifying glass. He looks up, frowning at the disturbance. “Yes?”

“The animal catchers you requested,” the captain answers. “You said you needed to capture a wild beast ...?”

Master Minder regards you doubtfully. “These are it, then? Humph!”

Master Minder is extremely unfriendly toward the characters. In the conversation that follows, he gestures to a large blackened skull with fearsome pointed teeth. “This is the beast you must capture. It is one of the most dangerous creatures in the region.” The object is a troll’s skull. “You must bring the creature back — alive!” Minder gives them a map showing an area to the west where a troll is known to reside, a week’s march from Ravenreach. If the characters don’t know anything about trolls, Minder explains the creature’s regenerative abilities, strength, and savagery. He offers 1000gp for delivering him a live troll (extraordinary for a region so short on coinage). Master Minder has no regard for the characters and cares only about getting his experimental subject alive and intact. He soon shoos them off so he can continue his research. He is neither willing to trade spells nor hobnob with another arcane spellcaster. In any case, he won’t fraternize until after the troll is delivered, at which time he will be

Minder’s Plans

Master Minder is still looking to make a name for himself, but his gruff nature didn’t mix well with polite company. He soon found himself banished to the fringes of society and wandering the frontier. He wishes to return to prove himself (especially to those who doubted him), and he feels strongly that his experiments in troll regeneration are the key to his rewards. Master Minder didn’t start out evil, but his lifelong pursuit of his goal has left him so focused that he will stop at nothing to realize his dreams.

However, he still needs a troll before he can proceed to his endgame. Fortunately, he convinced the baron of the vital nature of his work, and hunters and would-be heroes are scouring the wilderness looking to capture just such a beast. Unfortunately for many of them, the dangerous troll hunt is also their final hunt.

If the characters return with a living troll specimen, it doesn’t take the genius Minder long to extract the troll’s liver and implant the regenerating pieces of it into various willing — and unwilling — subjects within the castle. When the baron learns of the appalling experiments going on in his castle and tries to shut them down, Minder finally snaps. The wizard uses his “knights” — his first successful recipients of troll liver slices — to take control in a bloodless coup. Soon in control of the castle, Minder quickly blames the characters for inciting fear and trying to assassinate the baron, and continues his work uninterrupted.

Unless the characters find a way to stop him ...

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quite inquisitive about the creature's actions and any other creatures the characters encountered. Minder will not, under any circumstance short of being magically compelled, share his plans for the troll with anyone (including the baron).

On the Way to Wyvern Mountain

The early autumn weather is rainy, making everything a little slippery as the characters head into the wilderness in search of a troll. Below are landmarks and characters found along the way to Wyvern Mountain, where the brute was last seen.

Lost Creek: This shallow waterway winds down from tributaries on Wyvern Mountain to the fertile farmlands beyond. It contains beaver and trout and can be forded in several places; otherwise, the creek is 6ft deep.

The Marshlands: The journey to Wyvern Mountain passes to the southwest of the Marshlands, as they are called. They are usually avoided for their dangerous sinkholes and ghostly lights that appear at night.

Grandfather Maple: An unusually huge maple tree is visible for miles around. It is the lingering remains of an ancient maple treant, now gone to eternal sleep.

Ruined (Elven) Watchtower: A broken white granite spire is visible for more than a mile. It is a remnant of an ancient elven kingdom. It could be haunted at your discretion.

Yarl: This unfriendly mountain man has lived in the area for years. He traps for valuable furs and brings them in once a year for trade. If made friendly, he can lead the characters to the troll's lair.

Yarl, Male Human Trapper (Ftr3): HP 20; AC 5[14]; Atk short sword (1d6) or longbow x2 (1d6); Move 12; Save 12; AL N; CL/XP 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD, -2[+2] dexterity AC bonus, +1 to hit missile bonus.

Equipment: leather armor, short sword, longbow, 12 arrows, 3 beaver pelts (6gp), pouch of gold dust (12gp).

Wyvern Mountain: This tall, isolated tor was once the lair of a flight of wyverns that Blackraven and his companions slew a few years ago. A troll is reported to live on or near the mountain. See the next section for details about this region.

For each landmark visited, the Referee should roll 1d10. On a roll of 1, pick from the Wandering Monster chart below or roll randomly to determine what creature is encountered. (If the characters are having too easy of a time — and the dice aren't rolling in your favor — simply choose a wandering monster whenever you desire.)

1d8 Encounter

- | | |
|---|---------------------|
| 1 | Giant badger |
| 2 | Prehistoric beaver |
| 3 | 1d4 blister beetles |
| 4 | 1d3+2 cadavers |
| 5 | Ettin |
| 6 | 1d6+2 goblins |
| 7 | Giant spider |
| 8 | 1d6 wolves |

Other minor encounters could include deer, beaver, animal traps, abandoned or destroyed camps, etc.

Cadaver: HD 2; AC 6[13]; Atk 2 claws (1d4 + disease), bite (1d6 + disease); Move 6; Save 16; AL C; CL/XP 4/120; **Special:** disease (wasting, 1d4 damage), reanimation (regenerate 1hp/round until fully healed). (*The Tome of Horrors Complete* 79)



Ettin: HD 10; AC 3[16]; Atk 2 clubs (3d6); Move 12; Save 5; AL C; CL/XP 10/1400; **Special:** none. (*Monstrosities* 162)

Giant Badger: HD 3; AC 4[15]; Atk 2 claws (1d3), bite (1d6); Move 6; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 28)

Giant Blister Beetle: HD 2; AC 8[11]; Atk bite (1d6); Move 15; Save 16; AL N; CL/XP 3/60; **Special:** blister spray (20ft spray, 1d3 damage, save avoids), immune to poison. (*The Tome of Horrors Complete* 51)

Giant Spider (6ft diameter): HD 4+2; AC 4[15]; Atk bite (1d6+2 + lethal poison); Move 4; Save 13; AL C; CL/XP 7/600; **Special:** lethal poison (save or die), webs. (*Monstrosities* 451)

Goblin: HD 1d6 hp; AC 6[13]; Atk dagger (1d4); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight. (*Monstrosities* 211)

Prehistoric Beaver: HD 6; AC 5[14]; Atk bite (2d6); Move 9 (swim 12); Save 11; AL N; CL/XP 6/400; **Special:** none.

Wolf: HD 2+2; AC 7[12]; Atk bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** none. (*Monstrosities* 513)

Wyvern Mountain and the Waterfall Shrine

A waterfall near the base of Wyvern Mountain once was sacred to the ancient elves, but is now just littered with their picturesque ruins. A narrow, elegant, but quite sturdy arching bridge of white stone spans the waters immediately before the falls. The sacred site is also magical: Any creature who bathes in the falls regains 2d6 hit points. A creature can benefit from this healing only once per day.

Unfortunately for those who might require some healing, the troll hidden 60Freythool likes to eat people who invade her sacred sanctuary.

Optional Encounter 1: Marta, Daughter of Revenge

Marta is the daughter of an elven enchantress whom Blackraven slew during an exploratory patrol when he first arrived in the region several years ago. Unknowingly, Blackraven and his party trespassed on the lands the enchantress vowed to protect, and she rashly attacked them with her magic and her forest allies. Marta was a small child and escaped unseen and unknown with the help of a dryad friend. The love child of a tryst between her mother and a satyr, she inherited a natural magical talent and became a sorceress. For nine years, she lived in the wilderness far from Ravenreach, festering bitterness, all the while honing her skills and plotting her revenge.

A year ago, Marta took up residence in the nearby hamlet of Shepford, where she makes a modest living spinning wool and weaving cloth. This gives her frequent occasions to visit Ravenreach to sell her wares and to catch up on local goings-on. She watches and waits for opportunities to subvert the baron's plans, despoil his fortunes, and ruin his reputation. When she learns of the characters' mission to capture a troll, she shadows them into the wilderness to ambush them after they retrieve the troll. She hopes to make a deal with the creature to create more havoc in Ravenreach. Marta brings along some old allies — a band of 4 **spriggans** — to assist her. When the characters return through the forest with the troll in tow, the spriggans attack from hiding. Two spriggans enlarge themselves and attack from the front, while two others attack by stealth from behind. Meanwhile, 40 feet ahead and concealed behind a tree, a masked Marta uses *levitation* to conceal herself in the branches 20 feet above. During the second round, she follows up with offensive spells. If she is attacked at range, she uses *mirror image* to protect herself. If more than half the spriggans go down, everyone withdraws in different directions (Marta uses her *fly* scroll). They rendezvous at a secret hideout deep in the forest. The characters are also now on Marta's Enemies List. If Marta survives, she looks for opportunities to make trouble for them in the future.

Marta, Daughter of Revenge, Female Elf (Ftr3/MU5): HP 24; AC 5[14]; Atk staff (1d6) or shortbow x2 (1d6); Move 12; Save 12/11; AL C; CL/XP 8/800; **Special:** +1 to hit missile bonus, -1[+1] dexterity AC bonus, +2 save vs. spells, staves or wands, multiple attacks (3) vs. creatures with 1 or fewer HD, spells (4/2/1).

Spells: 1st—*charm person*, *magic missile* (x2), *sleep*; 2nd—*invisibility*, *mirror image*; 3rd—*lightning bolt*.

Equipment: +1 *leather armor*, staff, shortbow, 12 arrows, *wand of magic missiles* (8 charges), 2 *potions of levitation*, 2 scrolls of *fly*.

Spriggans (4): HD 4; HP 30, 26, 23, 20; AC 3[16]; Atk short sword (1d6) or polearm (1d8); Move 9; Save 13; AL C; CL/XP 6/400; **Special:** size alteration (8HD, double damage), spells. (*The Tome of Horrors Complete* 516)

Spells: at will—*fear*, *pyrotechnics*, *strength*.

If strangers approach the shrine, her pet **Hedgy** rushes to alert her to their presence and she sets an ambush. She hides behind the waterfall and waits for victims to approach on the bridge. The torrent heavily obscures the area behind the waterfall, but her long connection with the sacred waters has given her the supernatural ability to see perfectly through the falling water. Given the opportunity, she reaches out and snatches a vulnerable character into the cave by grappling them, using her claws and bite to kill them if she can. If confronted by more than one opponent, she fights with unbridled ferocity. If brought under 20 hit points, she tries to escape into the woods and up the mountain.

If the characters capture Freythool alive, they'll still have to make the trek back to Ravenreach to deliver the beast to Master Minder. On the

way home, the Referee is free to use **Optional Encounter 1: Marta, Daughter of Revenge** (see sidebar). If the characters barely managed to subdue the troll, feel free to skip the additional fight and assume the characters' return to Ravenreach is uneventful.

Freythool, Troll: HD 6+3; HP 43; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; **Special:** regenerate (3 hp/round). (*Monstrosities* 489)

Hedgy, Giant Hedgehog: HD 3; HP 19; AC 4[15]; Atk 2 claws (1d3), bite (1d6); Move 6; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 28)

Back at Ravenreach

When the party returns to Ravenreach, Master Minder immediately *polymorphs* Freythool into a small rodent and drops her in a bag. He leads the characters back to the castle, where the characters receive their reward of 1000gp. After that, he asks them to leave. He has "other business" now that he has the troll to experiment on.

Part 2: Settling in for Winter

Just because they found the troll doesn't mean Ravenreach is done with the characters. Soon, the first flakes of snow will begin to fall as winter rears its ugly head, and the mountain passes will become choked by heavy drifts. Characters are free to spend some time in the small community, going on small side adventures as the Referee sees fit until such time as he or she is ready to spring the next part of the adventure on them.

All the while, the trolls are mobilizing in the wilderness, attacking caravans and any other travelers foolish enough to undertake the treacherous mountain passes. More trolls have been spotted in the wilderness, and travelers report being attacked on the road by the brutes. The trolls have heard that Freythool was captured and seek vengeance on the small community and all its inhabitants.

Death on the Road!

One evening, Captain Jeremy Thorn rushes to find the characters. He asks if they can leave immediately on an urgent mission to investigate an attack on a vital wagon train that was headed north to the mountain mining camps.

Should the characters depart Ravenreach to search for the lost caravan, they find the mountain passes slippery and muddy from three days of heavy rain (the weather has yet to turn cold enough for the snows to fall, but a chill is already in the air). Any time the characters try to run, attack, or do any other such activity, they must roll below their dexterity on 3d6 or fall prone. In addition, the area is considered dimly lit because of the oppressive clouds, and lightly obscured by the rainstorm. The caravan was the latest victim of the stealthy trolls moving about in the hills around Ravenreach.

A band of 4 **trolls** (two females and their young) ambushed the supply train on its way to the mining camp of Rough'N Ready in the mountains north of the village. As night fell, the wagons pulled off the road and circled up within a grove of giant maples known as "The Three Sisters," sheltering as best they could from the heavy rain. The trolls took advantage of the stationary caravan to wreak havoc.

The trolls teamed up with a **leucrota** to lure prey into the surrounding forest. The guards and teamsters were killed when they wandered into the darkness. After that, the trolls raided the camp and mopped up the remainder of the travelers. The monsters spent the next two days eating the corpses, consuming all the food and drink in the wagons (including 12 kegs of ale), and slaughtering the horses and oxen in a clearing 80ft north of the grove. The monsters sleep in individual shelters dug around the clearing.

The trolls have survived in the wilderness for years through stealth

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and cunning, and only recently traveled closer to civilization to help their hunted brethren. Unlike typical trolls, who are prone to an aggressive offense, their first instinct is to hide and ambush prey. If they see or hear the characters, they array themselves as follows and wait for new prey to come to them.

Sixty feet west of the grove, one adult troll conceals herself behind foliage while the other crouches in a 5ft-deep pit. Meanwhile, the leucrota waits for a chance to charge out and bite an opponent. The two young trolls sneak around to the south of the grove and look for an opportunity to attack a lone character or pair of characters. Since the young trolls are the size of a human, characters might easily mistake them for their comrades or other travelers lost in the dim light and heavy rain. If one of them is brought down, the other makes a run for it.

Trolls (4): HD 6+3; HP 47, 42, 25, 22; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; **Special:** regenerate (3 hp/round). (*Monstrosities* 489)

Leucrota: HD 6; AC 4[15]; Atk bite (3d6); Move 18; Save 11; AL C; CL/XP 6/400; **Special:** none. (*Monstrosities* 293)

Sad Return

Jeremy Thorn is saddened to hear that trolls ransacked the caravan and killed all the guards and teamsters. He asks the characters for another favor, this one backed by the baron's gold. The baron is

determined to see the mountain mining communities prosper. To that end, he offers to pay the characters 2000gp if they personally see to the delivery of another wagon train safely to Rough'N Ready. He promises another 500gp (in hacksilver) per troll they kill (Thorn has noticed the increase in trolls coming down from the mountains). If the characters balk at the offer, they can bargain for as much as 2500gp to make the trip. A week and a half after the massacre, a new wagon train is resupplied and staffed to continue to the mining camp. The 15 teamsters and 12

guards stay with the 12 wagons, leaving the characters to deal with any monstrous threats.

Unfortunately, warrives with a frigid blast while the caravan is resupplying. Thankfully, cold-weather gear can be purchased from Selfridge and Sons Trading Post if the characters need warmer gear.

Head for the Hills

The 12 wagons proceed smoothly until about five miles before the last outpost at the base of the mountains, where a snowstorm slows progress to a crawl.

Temperatures drop to below 0° F as the blizzard rages around the wagon train. Visibility is reduced to 20ft and some of the wagons begin falling behind. As a precaution, characters can pair up along the train to keep things moving. For every 12 hours spent on the trail, roll 1d10. On a roll of 1, pick from the encounters listed below or roll randomly to determine what creature is encountered.

1d10	Encounter
1	Traveler in jeopardy
2	1d6+1 wolves
3	1d2+1 winter wolves
4	Giant badger
5	1d2 ice trolls
6	1d3 trolls
7	2 ice drakes
8	1d6+1 fetches
9	1d2 frost men
10	Remorhaz

Fetch: HD 3+2; AC 6[13]; Atk freezing touch (1d4); Move 6; Save 14; AL C; CL/XP 3/60; **Special:** freezing touch (1d4 damage), immune to cold, vulnerable to fire (200%). (*The Tome of Horrors Complete* 241)

Frost Man: HD 4; AC 4[15]; Atk battleaxe (1d8); Move 12; Save 13; AL C; CL/XP 6/400; **Special:** ice blast (3/day, freezing mist, 30ft cone, 3d6 damage, save for half), immune to cold, vulnerable to fire (200%). (*The Tome of Horrors Complete* 257)



Cold Weather Conditions

An unprotected creature in cold weather (below 40° Fahrenheit) must make a saving throw every hour with a -1 cumulative penalty per previous check. An unprotected character in conditions of extreme cold or exposure (below 0° Fahrenheit) must make a saving throw every 10 minutes with a cumulative -2 penalty per previous check.

On a failed saving throw, the creature takes 1d6 points of damage. A creature resistant to cold damage, wearing cold-weather gear, or especially acclimated to the frigid environment automatically succeeds on the saving throw.

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Wolf: HD 2+2; AC 7[12]; Atk bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** none. (*Monstrosities* 513)

Ranger Outpost Under Siege

The ranger outpost is little more than a large longhouse, a couple of outbuildings, and a hay barn. The staff of 12 rangers is depleted. Four of them never returned from patrol, and another four, including Captain Burne, are out looking for them. But they too are late getting back. The remaining four rangers offer to help get the animals and teamsters safely inside. They recommend everyone (animals included) gather in the longhouse for warmth. They do not intend to leave the outpost unmanned by launching another scouting mission to find their missing friends. They discourage the characters from proceeding into the blizzard at night since visibility is practically nothing and they don't want anyone else getting lost in the whiteout.

Outpost Rangers, Male or Female Humans (Rgr4): HP 5d8; AC 7[12]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 11; AL L; CL/XP 4/120; **Special:** +4 damage vs. giants and goblin-types, alertness, tracking.

Equipment: leather armor, fur cloak, longsword, longbow, 12 arrows

Worse things than the freezing snow await characters foolhardy enough to brave the storm. A band of 4 ice trolls and 2 winter wolves move with the leading edge of the storm. Overnight, the ice trolls (wielding battleaxes stolen from a band of unlucky dwarves they ambushed) and the winter wolves attack the longhouse. Two trolls break down one door in two rounds, while the others bash through the smoke hole on the roof in one round. As soon as the trolls break through, a winter wolf



Giant Badger: HD 3; AC 4[15]; Atk 2 claws (1d3), bite (1d6); Move 6; Save 14; AL N; CL/XP 3/60; **Special:** none. (*Monstrosities* 28)

Ice Drake: HD 3; AC 1[18]; Atk bite (1d6), 2 claws (1d4); Move 9 (fly 24); Save 14; AL C; CL/XP 7/600; **Special:** alternate form (2/day, white dragon form), breath weapon (5/day, 40ft range, freezing air, 2d8 damage, save for half), immune to cold, magic resistance (40%), spells, vulnerable to fire (200%). (*The Tome of Horrors Complete* 214)

Spells: 2/day—*fear, sleep.*

Ice Troll: HD 4; AC 7[12]; Atk 2 claws (1d6); Move 12; Save 16; AL C; CL/XP 4/120; **Special:** +1 or better magic weapon to hit, immune to cold, regenerate (2 hp/round), vulnerable to cold and slashing weapons (200%). (*The Tome of Horrors Complete* 570)

Remorhaz: HD 9; AC 0[19], head/underside 2[17]; Atk bite (5d6); Move 12; Save 6; AL N; CL/XP 10/1400; **Special:** melt non-magical weapons. (*Monstrosities* 394)

Travelers in Jeopardy: The characters find 1d4+2 travelers lost in the snow, huddled around a dwindling campfire. The travelers got lost in a blinding snowstorm and are barely alive. They need food and healing, and help getting to shelter.

Troll: HD 6+3; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; **Special:** regenerate (3 hp/round). (*Monstrosities* 489)

Winter Wolf: HD 5; AC 5[14]; Atk bite (1d6+1); Move 18; Save 12; AL N; CL/XP 6/400; **Special:** breathe frost (1/turn, 10ft range, 4d6 damage, save for half). (*Monstrosities* 514)



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immediately uses its breath weapon down the hole, quenching the fire below and damaging nearby opponents. The next round, a troll jumps down to attack the nearest character. The second troll follows the round after. The remaining trolls burst through the door to attack. The winter wolves leap in after the trolls and use their breath weapons whenever possible. The wolves flee if reduced to a quarter of their hit points. The trolls fight to the death.

Ice Trolls (4): HD 4; HP 31, 27, 26, 23; AC 7[12]; Atk battleaxe (1d8) or 2 claws (1d6); Move 12; Save 16; AL C; CL/XP 4/120; **Special:** +1 or better magic weapon to hit, immune to cold, regenerate (2 hp/round), vulnerable to cold and slashing weapons (200%). (*The Tome of Horrors Complete* 570)

Equipment: dwarven battleaxe, bag filled with 1d4 x 100 silver trade bars (1gp each).

Winter Wolves (2): HD 5; HP 35, 32; AC 5[14]; Atk bite (1d6+1); Move 18; Save 12; AL N; CL/XP 6/400; **Special:** breathe frost (1/turn, 10ft range, 4d6 damage, save for half). (*Monstrosities* 514)

The ice trolls' battleaxes are each worth 320 gp and are of exceptional quality and durability. They originate from the dwarves of Dimthinlode, a silver mining operation to the east. The trade bars also come from there.

After the Storm

The storm blows over by the next morning, blanketing the surrounding area in a 50-mile radius with several feet of snow. Captain Burne and three rangers return to the outpost by midmorning. They bear three dead bodies of their fallen comrades, victims of the terrible weather and a troll attack. Returning with them is Reevus, a seasoned mountain man. He knows the mountains well enough to guide the party through the snow to Rough'N Ready.

Ranger Captain Burne, Male Human (Rgr7): HP 55; AC 7[12]; Atk longsword (1d8) or longbow x2 (1d6); Move 12 (30ft leap); Save 8; AL L; CL/XP 7/600; **Special:** +7 damage vs. giants and goblin-types, alertness, tracking.

Equipment: boots of leaping, leather armor, cold-weather furs, longsword, longbow, 12 arrows.

Reevus, Male Human Trapper (Ftr3): HP 18; AC 6[13]; Atk hand axe (1d6) or shortbow x2 (1d6); Move 12; Save 12; AL N; CL/XP 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD, -1[+1] dexterity AC bonus, +1 to hit missile bonus.

Equipment: leather armor, cold-weather furs, hand axe, shortbow, 12 arrows, silver medallion (20sp), leather pouch with 14sp.

Trails in the high country are choked with snow and impassable by wheeled wagons, but four large sleds are available at the outpost to transport the most vital supplies. However, mules or humans are the only practical way to pull the sleds under the current conditions. Captain Burne is too shorthanded now and cannot send any of his rangers along to accompany the party, but Reevus gladly offers to guide the party to Rough'N Ready. He has friends in the camps he would like to check on.

Although the blizzard is over, weather conditions in the mountains continue to be cold, and light to moderate snow continues to fall. Temperatures average 20° Fahrenheit in the day and -10° Fahrenheit overnight. The Referee could roll on the wandering monster chart above for a challenge. Otherwise, nothing occurs except for the events noted below. **Day Four:** Reevus stops and confers with the characters regarding which path to take. "I was going to take you the usual way along that rocky ridge to the west. The ledge follows the rim around the valley to where Rough'N Ready lies. But there's no way of knowing how much snow has fallen. We might need to dig our way through snow-choked ledges. The other route heads to Dasher Lake. If the lake is frozen over, it's a shorter distance. That way might be much easier and faster. We could save at least a day or two."

The First Path: Crossing Lake Dasher

If the characters choose this route, Reevus leads them down into a narrow valley. A frozen lake spans the four-mile-long valley from one end to the other. Steep 70-degree inclines rise on either side. But what had once been an impassible, lake-filled valley has now become a flat icy thoroughfare through the mountains. The ice is 2ft thick in most places, which Reevus says is enough to allow safe passage.

It takes the party just over an hour and a half to traverse the ice-covered lake from end to end. The journey is beautiful and pleasant, but an encounter occurs 300ft from the far side. Read the following to the players:

Up ahead, powdery puffs and flurries appear on the ice. Suddenly a strange vehicle shimmers into view, charging across the frozen lake at breakneck speed. The bizarre, overloaded sleigh is pulled by three spirited hinds and driven by a red-faced halfling wearing a green pointed cap. Several other halflings cling desperately to the wildly charging troika as it rushes onward, ignoring all hazards.

The halflings are riding in a magical sleigh hidden by illusions. They have been in hiding for several days from an **immature white dragon** and decided to finally make a run for it across the frozen lake to put as much distance as they can between themselves and their pursuer. Their illusions wear off as they pass the characters, but they don't slow down and won't shout a warning for fear of alerting the dragon. But it's already too late: A round later, the dragon crashes through the trees and flies low across the ice 200ft behind the troika, hoping to snatch up the halflings one at a time for sport. The dragon is just as surprised to see other travelers, but she is focused on the tasty halflings.

If the characters threaten her, however, she turns on them instead. If she loses half her hit points, she slams into the ice and plunges into the water below. She swims under her enemies and then crashes upward from below. The dragon doesn't believe she can lose and fights on until reduced to fewer than 10 hit points, at which point she withdraws to nurse her wounds. After healing her wounds, she hunts down the characters.

Immature White Dragon (7HD): HD 7; HP 21; AC 2[17]; Atk 2 claws (1d4), bite (2d8); Move 9 (fly 24); Save 9; AL C; CL/XP 7/600; **Special:** breathes frost (3/day, 70ft cone of cold, 21 damage). (*Monstrosities* 141)

If the characters kill or drive off the dragon, the five halflings stop their flight and pause to thank them. Their grateful leader is **Ledgen Kaminin**, who gives them a gift: *boots of speed*. If requested, he also agrees to use his troika to transport goods to Rough'N Ready.

Ledgen Kaminin, Halfling Magic-User (MU5): HP 16; AC 9[10]; Atk staff (1d6) or dart x3 (1d3); Move 9; Save 11; AL L; CL/XP 5/240; **Special:** +1 missile weapon bonus, +2 save vs. spells, staves and wands, +4 save vs. magic, spells (4/2/1) **Spells:** 1st—*charm person*, *light*, *magic missile* (x2); 2nd—*phantasmal force* (x2); 3rd—*invisibility 10ft radius*. **Equipment:** winter furs, staff, 12 darts.

Halflings (4): HP 7, 6x2, 5; AC 9[10]; Atk club (1d4) or sling (1d4); Move 9; Save 17; AL L; CL/XP 1/15; **Special:** +1 missile weapon bonus, +4 save vs. magic.

Equipment: winter furs, club, sling, 20 sling stones.

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Avalanche!

An avalanche can be spotted from as far away as 1d10 x 500ft by a character who rolls below his intelligence on 3d6. If all characters fail their checks to determine the distance to the avalanche, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if the characters can't see it. A character has a 3-in-6 chance to hear the avalanche when it is 1d6 x 500ft away.

An avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche, but characters in the slide zone might be able to get out of the way.

The typical avalanche has a width of 1d6 x 100ft, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width. To determine the precise location of characters in the avalanche's path, roll 1d6 x 20; the result is the number of feet from the center of the path taken by the bury zone to the center of the characters' location. Avalanches of snow and ice advance at a speed of 500ft per round. Characters in the bury zone take 6d6 points of damage, or half that much if they succeed on a saving throw. They are subsequently buried beneath 1d10ft of snow, and must make a saving throw every minute they remain buried or take 1d6 points of damage from the cold. Characters in the slide zone take 3d6 points of damage, or no damage if they make a saving throw. Those who fail their saves, however, are buried as above.

The Second Path: Along the Rocky Ridge

The arduous climb up to the rocky ledge reveals a panoramic view of the surrounding wilderness. The ledge is more than 600ft up a mountainside, which rises another 150ft above. Frequent stops are necessary to test for safety and to dig out snow clogging the narrow pathway. Clefts in the cliffside can be used to camp in the dangerous conditions. You can increase the danger by adding an avalanche at this point (see the sidebar). It takes two days to reach a snow-clogged cave entrance near the summit.

"This is the Wayside Chapel of the Mountain," explains Reevus. "We can rest here for now if we dig out the opening. In the morning, we'll push over the ridge and on to the valley beyond where Rough'N Ready lies."

The Deathly Chapel

Four workers can dig out the cave entrance in 30 minutes. The cave beyond is roughly 25ft by 60ft in size. Ten days ago, a party headed out from Rough'N Ready in hopes of getting out of the mountains ahead of the blizzard. They took refuge in the cave, but an avalanche blocked the entrance. They died inside the Wayside Chapel.

A *detect evil* spell reveals a faint taint of evil, but only once the snow is removed. Inside, 6 **frost wights** remain of the men trapped in the cave by the blizzard. The unfortunates called out to an evil god for succor, who rewarded them with undead "life." They lurk in the cave under blankets. The leader reveals himself to lure the characters into the back of the cave. The others jump out and attack from behind.

Frost Wights (6): HD 3; HP 22, 19, 17x2, 16, 14; AC 5[14]; Atk 2 claws (1d4 + 1d6 freezing touch + level drain); Move 9; Save

14; AL C; CL/XP 6/400; **Special:** +1 or better magic or silver weapons to hit, freezing touch (1d6 cold damage), immune to cold, level drain (1 level with hit). (*Monstrosities* 510)

Once the characters deal with the wights, they can camp and rest. It takes another day to arrive at the mining camp.

Arriving at Rough'N Ready

Coming around the last bend at the top of the ridge reveals a small valley. Down below, a collection of small cabins and tents can be seen huddled in the snow. Closer by, a large two-story structure built partly into the side of a hill abuts the descending trailhead. A wooden sign creaking on iron rings reads: Supply House. As the party descends into Camp Rough'N Ready, a crowd of curious miners and mountain men flow out of tents and cabins to meet them. They whoop and cheer and ask the characters' names. Each one is quite excited at the arrival of the much-needed supplies.

Camp Rough'N Ready is a central rendezvous for an array of placer mining claims along rivers and tributaries in this part of the mountains. Miners meet here to collect supplies and to share stories before returning to the digs. Presently, the camp's population has swelled to 522 since the blizzards. The characters face a few weeks in the camp until the snows melt enough to return to Ravenreach. During this time, the characters might venture out into snowy passes around the camp to help supply game, fend off encroaching trolls, or just to seek new adventures (they are heroes after all). However, the men trapped at the camp also need entertainment, and wrestling matches always draw a crowd. And Terrible Tim is one of the best wrestlers in camp, but maybe not the combatant characters expect. See **Optional Encounter 2: Terrible Tim** for more.

The return trip to Ravenreach is uneventful (unless the characters return by a different route, in which case you can use the alternate path encounter).

Optional Encounter 2: Terrible Tim

If any character decides to wrestle, the crowds gather in a round wooden building in the camp. Matches are fought without armor or weapons, and the winner is the first to pin his opponent for a count of three. Reevus serves as referee and declares a successful pin. Characters should face one or two normal opponents before the crowd begins chanting "Terrible Tim, Terrible Tim!"

Side bets abound before the match, with odds running 2-to-1 in favor of Terrible Tim. If any characters are looking for some action, they can roll 1d10 to find the number of interested takers (e.g. if the result is a 3, the character finds 3 interested takers). Such takers are willing to bet 1d4 x 50gp at 2-to-1 odds on Terrible Tim. Reevus agrees not to bet and keeps book on all wagers. Payments are made in gold dust and valuable furs.

The characters might regret their decision once their opponent is led into the ring. Terrible Tim is a very large **grizzly bear** that has taken to wrestling opponents with its huge paws. It won't bite or claw its opponent, but its swipes are enough to knock a man to the ground.

"Terrible Tim," Grizzly Bear: HD 6; AC 6[13]; Atk swipe (1d6 + 25% chance of hug); Move 9; Save 11; AL N; CL/XP 6/400; **Special:** hug (2d6). (*Monstrosities* 37)

Note: Terrible Tim was trained to subdue his opponents. Any damage done is nonlethal, but a character reduced to 0 hp is considered unconscious and the fight is over.

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Arriving back at Castle Ravenrock, the baron invites the characters to a grand feast of deer and pheasant. Ale flows and cheers erupt from the long tables in Castle Ravenrock's great hall. Several prominent citizens are in attendance, along with castle officials and even the gruff Master Minder. All want to hear about the heroes' exploits in the dangerous mountains. Master Minder in particular asks many questions about any strange or odd creatures they encountered (and grows extremely interested if told of the ice trolls). Later, the baron's chamberlain pays the characters the bounties earned and adds the agreed amount in hacksilver for safely escorting the supply train.

Ranger Captain Jeremy Thorn offers his thanks, and requests the characters contact him in the spring. A band of dwarves need escorts back to Dimthinlode mine, and he thinks the characters are the perfect heroes for the job.

A New Opportunity

If the characters seek out Captain Thorn when spring rolls around, he tells them of the dwarves of Dimthinlode, a silver mine two weeks' journey to the east in the Rocky Hills.

After purchasing an exclusive license from the baron to prospect in the hills four years ago, the dwarves mined nonstop, smelting the rich diggings into silver trade ingots.

Each spring when the dwarves reach the end of a major mining cycle, however, they celebrate their fortunes with a three-week holiday. Arrangements are made months before with a major trading company from the South (Geoff & Company), and supplies for the celebration are stored until needed in a large warehouse in Ravenreach. Captain Thorn asks the characters again to safely escort a wagon train, this time to Dimthinlode so the dwarves may enjoy their yearly break from the mines. The same compensation as last winter is offered (2000gp for delivering the party supplies, and another 500gp [in hacksilver] per troll they kill).

Supply Chief Thrrim leads **12 dwarf guards** and a team of 40 mules to Ravenreach every month for supplies — but no trip is more important to the dwarves than this one to pick up the party supplies. If characters ask any of the dwarves about the battleaxes the trolls used (see **Ranger Outpost Under Siege** in **Part 2**), the dwarves are quick to note that the weapons are valuable family heirlooms. The dwarves pay up to 600 gp for each returned battleaxe. They are extremely upset that the owners fell to the trolls.

If characters ask Supply Chief Thrrim about the upcoming journey to Dimthinlode, he says it should be an easy trip. He makes the journey all the time, although he admits recent trips have become more difficult with the numerous troll sightings in the wilderness.

Supply Chief Thrrim, Male Dwarf Warrior (Ftr4): HP 28; AC 7[12]; Atk heavy mace (1d6); Move 9; Save 11; AL L; CL/XP 4/120; **Special:** +4 save vs. magic, darkvision (60ft), detect stonework, multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: leather armor, heavy mace, supply ledger, pouch with 2d6x10gp.

Male or Female Dwarf Warriors (Ftr1) (12): HP 8x2, 7x3, 6x4, 5, 4x2; AC 6[13]; Atk battleaxe (1d8); Move 9; Save 14; AL N; CL/XP 1/15; **Special:** +4 save vs. magic, darkvision (60ft), detect stonework.

Equipment: leather armor, battleaxe, 1d4gp.

Trek to the Silver Mine

The wagon train's journey to Dimthinlode takes two weeks across some rugged terrain. No roads exist, but the terrain consists mostly of light forest and rolling hills. Accompanying the caravan are **Master Merchant Geoff** and **Under Merchant Amella**, who see to all the needs of the 12 wagons with a dozen **teamsters**. Supply Chief Thrrim and his 12 dwarf guards fill out the retinue of travelers. The teamsters can capably manage their vehicles and animals so that the characters need only focus on security. Chief Thrrim jumps into any battle if the characters are overwhelmed.

Master Merchant Geoff, Male Human Merchant: HP 7; AC 9[10]; Atk dagger (1d4); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** none.

Equipment: dagger.

Under Merchant Amella, Female Human Guard (Ftr2): HP 13; AC 7[12]; Atk short sword (1d6) or shortbow x2 (1d6); Move 12; Save 13; AL N; CL/XP 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: leather armor, short sword, shortbow, 20 arrows.

Teamsters, Male Humans (12): HP 6x2, 5x4, 4x2, 3x4; AC 9[10]; Atk club (1d6); Move 12; Save 18; AL N; CL/XP B/10; **Special:** none.

Equipment: club, 1d3sp.

There is a 25% chance each day of encountering wandering monsters. Roll 1d10 on the table below. A lot more trolls now roam the hillsides, and the trip to Dimthinlode is guaranteed to run into some of the brutes, even some strange two-headed and ghostly varieties. Coaltongue's call-to-arms has gone out far and wide, and numerous strange and unusual trolls have answered.

1d10	Encounter
1	1d4 ogres, accompanied by 1d8+2 goblins and 1d6 kobolds
2	Ettn and 2 pet worgs
3	Tunnel worm
4	1d4 trolls
5	1d6 cave trolls
6	2 rock trolls
7	Flame-spawned troll
8	Two-headed troll
9	Spectral troll
10	Walloorr the stone giant

Cave Troll: HD 4; AC 0[19]; Atk 2 claws (1d4 + rend), bite (1d4); Move 24 (climb 24); Save 13; AL C; CL/XP 7/600; **Special:** climb (any surface), *haste*, regenerate (2 hp/round), rend (2 claws hit, additional 2d4 damage). (*The Tome of Horrors Complete* 568)

Ettn: HD 10; AC 3[16]; Atk 2 clubs (3d6); Move 12; Save 5; AL C; CL/XP 10/1400; **Special:** none. (*Monstrosities* 162)

Flame-Spawned Troll: HD 6+3; AC 4[15]; Atk 2 claws (1d4 + 1d6 fire), bite (1d8 + 1d6 fire); Move 12; Save 11; AL C; CL/XP 10/1400; **Special:** fiery (1d6 damage), immune to fire, regenerate (3 hp/round), vulnerable to acid and cold (200%). (*The Tome of Horrors Complete* 569)

Goblin: HD 1d6 hp; AC 6[13]; Atk short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight. (*Monstrosities* 211)

Kobold: HD 1d4hp; AC 7[12]; Atk short sword (1d6); Move 6; Save 18; AL C; CL/XP A/15; **Special:** none. (*Monstrosities* 277)

Ogre: HD 4+1; AC 5[14]; Atk club (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; **Special:** none. (*Monstrosities* 356)

Rock Troll: HD 8; AC 0[19]; Atk 2 claws (1d6), bite (1d6); Move 12 (burrow 8); Save 8; AL C; CL/XP 9/1100; **Special:** regenerate (3 hp/round), rend (2 claws hit, additional 2d6 damage), vulnerable to sunlight (turn to stone, save avoids). (*The Tome of Horrors Complete* 571)

Spectral Troll: HD 6; AC 7[12]; Atk incorporeal bite (1d8), 2 claws (1d6); Move 12 (fly 12); Save 11; AL C; CL/XP 9/1100; **Special:** +1 or better magic weapons to hit, create spawn

Ambush at The Narrows

The last two days of travel are all uphill, but a narrow road allows wagons to drive through single file. The characters can place themselves anywhere along the line as they see fit. The narrow gorge varies between 12ft and 18ft wide with bluffs on either side. Near the end of the first day, **6 ogres** ambush the caravan under orders of an **ogre mage**.

Any characters scouting ahead are ambushed alone. If the characters spread themselves along the wagon train, the ogres attack when the second wagon reaches an area known as The Narrows, a 320ft-long winding stretch of road with rough rock walls rising steeply on either side of a 15ft-wide roadway. One bluff averages 20ft above the road, while the other rises between 30ft and 50ft.

The 6 ogres hide on the shorter bluff out of sight of the road. They await a signal from the ogre mage hidden on the opposite side, then rush to the ledge to hurl javelins at the caravan below. They have four javelins each. When they run out of javelins, they jump down to the road and attack with their clubs. Their objective is to kill everyone. If three of their fellow ogres fall in battle, each ogre has a 50% chance per round of retreating into the hills. The ogre mage sounds the call to attack, then blasts foes with spells before jumping into the fray.

Ogres (6): HD 4+1; HP 27, 24x2, 23, 21, 20; AC 5[14]; **Atk** club (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (*Monstrosities* 356)

Equipment: club, 4 javelins.

Female Ogre Mage: HD 5+4; HP 37; AC 4[15]; **Atk** *staff of striking* (2d6); **Move** 12 (fly 18); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** cone of frost (1/day, 60ft range, 8d6 damage), regenerate (1 hp/round), shape change (human form), spells.

Spells: 1/day—charm person, darkness 15ft radius, invisibility, sleep.

Equipment: *staff of striking*.

(*Note: If Marta from Optional Encounter 1: Marta, Daughter of Revenge survived that encounter, you could use her in this encounter rather than the ogre mage. Her tactics would be the same.*)

The characters can now continue onward to Dimthinlode Mine to meet the dwarves. If you want to give the characters a chance to end the troll menace once and for all in the hills around Ravenreach, see **Optional Encounter 3: Ending the Troll Menace**.

Dimthinlode Mine

Rounding the last rocky bend in the Silver Hills, a gatehouse blocks the road 200 feet ahead. Eighty feet beyond, columns of thick black smoke rise from several chimneys out of sight above and behind the gate. From the top of the gatehouse, a dwarf guard jumps up excitedly and pulls down a heavy chain to sound a large noisy steam whistle three times. Shouts and exclamations can be heard from the gatehouse and the yard beyond.

Dwarven Names

The characters are likely to meet a number of dwarves while at Dimthinlode. Use the following list of dwarven names as needed for any miscellaneous dwarf NPCs:

Dwarf male names: Barri, Dorar, Hagol, Nalak, Simain, Drudri, Dwgol, Thoro

Dwarf female names: Bilila, Bulunni, Gritila, Dila



(creatures killed rise in 1d3 days as a spectre), incorporeal (50% miss chance for corporeal attacks), regenerate (2 hp/round). (*The Tome of Horrors Complete* 513)

Tunnel Worm: HD 9; AC 3[16]; **Atk** bite (2d6 + rend armor); **Move** 9 (burrow 9); **Save** 7; **AL** N; **CL/XP** 10/1400; **Special:** rend armor (reduces AC bonus by 1d4). (*The Tome of Horrors Complete* 576)

Troll: HD 6+3; AC 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate (3 hp/round). (*Monstrosities* 489)

Two-Headed Troll: HD 10; AC 3[16]; **Atk** 2 clubs (1d10) or 2 claws (1d6 + rend); **Move** 12; **Save** 5; **AL** C; **CL/XP** 11/1700; **Special:** alert (surprised only on roll of 1 on 1d8), regenerate (1 hp/round), rend (2 claws hit, additional 2d6 damage). (*The Tome of Horrors Complete* 573)

Walloor the Stone Giant: HD 9+3; AC 0[19]; **Atk** 1 club (3d6); **Move** 12; **Save** 6; **AL** N; **CL/XP** 10/1400; **Special:** throw boulders (3d6 damage). (*Monstrosities* 200)

Walloor is an older **stone giant** on his “elder journey.” He prefers to avoid smaller humanoids but fights ruthlessly if attacked. The party might first become aware of him by the large unshod footprints he leaves behind. Ignorant of human culture, he may be caught roasting stolen cattle.

Worg: HD 4; AC 6[13]; **Atk** bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none. (*Monstrosities* 515)



Optional Encounter 3: Ending the Troll Menace

This encounter pits the characters against Coaltongue, the *de facto* leader of the trolls. Preferably, it occurs at night when the characters have camped for the evening, possibly with a roaring fire to keep the night's spring chill out of the air.

Coaltongue is a **black troll** that came down from the mountains after hearing about Freythool's capture. He loosely organized the troll resistance in the hills around Ravenreach, mobilizing the usually brutish creatures against the hunters seeking more of their kind (he doesn't yet know that Minder suspended the troll hunts once he had his specimen). The troll and his kin now ambush any humanoids they find traveling through the countryside. Their presence has greatly increased the dangers of living on the frontier.

Coaltongue leads a band of **3 normal trolls** and **6 goblins**. He attacks at night, creeping into the characters' camp so he can dive into their campfire and enlarge himself to truly frightening proportions. If no fire exists, his goblin scouts light him on fire with torches before peppering the camp with flaming arrows. The trolls accompanying Coaltongue have gotten used to fighting around their fire-loving master, although they still give the flames a wide berth during melee.

If Coaltongue is killed, his death eventually demoralizes the remaining trolls, which head back into the hills to their hidden lairs,

their lust for vengeance gone. By next spring, troll sightings drop to almost nothing.

Coaltongue, Black Troll: HD 7; HP 51; AC 4[15]; Atk 2 claws (1d6), bite (1d8); Move 12; Save 9; AL C; CL/XP 9/1100; **Special:** darkvision (60ft), fire absorption (grow to 21ft tall for 1 hour, -3[+3] AC, +5 to hit and damage), regenerate (3 hp/round), rend (2 claws hit, additional 2d6 damage). (*Tome of Horrors* 4 222)

Trolls (3): HD 6+3; HP 45, 42, 39; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; **Special:** regenerate (3 hp/round). (*Monstrosities* 489)

Goblins (6): HD 1d6 hp; HP 6, 5x2, 4x2, 3; AC 6[13]; Atk short sword (1d6) or shortbow x2 (1d6 + 1d6 fire); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight. (*Monstrosities* 211)

Equipment: short sword, shortbow, 20 arrows, flint and tinder.

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The Gimund clan of Dimthinlode consists of 87 adults and 19 children. They are wary of non-dwarves, but curious about the characters. They speak only Dwarven and the Common tongue. They are very excited about the upcoming festival, which is scheduled to begin the next day. Mining operations have stopped for now, leaving only ore crushing and smelting tasks for the few remaining work hours. Most of the clan is already preparing for the celebratory feast. A great pavilion has been erected in the courtyard, where tables are being assembled and four large roasting pits are being dug. Wood is stocked nearby, and ovens are clean and ready to use. Colorfully embroidered clothing has been prepared for the festival. But even with the upcoming festival, a pall seems to hang over the dwarven community.

Supply Chief Thrirm speaks in hushed tones with another dwarf, then asks the characters to accompany him. He leads them to a private meeting with

Nortil (Lawful male dwarf), the mine's operations manager. Read the following to the players:

"Recently, our miners broke through into a hitherto unknown cavern on Level Six. An exploratory team went in to investigate, but only two of those seven returned. They spoke of a large underground cavern filled with dangerous fungi and flooded areas, and of a rock monster with terrible claws that bit off Dorbur's head. I remember that lad. Sad to be taken so young." Master Nortil sighs, then continues. "Two weeks ago, we sent the two survivors back with an armed strike team to deal with the menace. None returned. We've put guards on the cavern entrance, but we would rather see the mine cleared to end this threat to our community. I've been told of your heroics on the journey here. Can you help us?"

If the characters agree, Nortil helps them prepare as best he can. The mining community's resources are limited mostly to mining gear, but they can find plenty of rope, hooks, and other equipment that might help in the mines. Once they are ready, the characters are escorted into the now-empty mine.

Slumbering Voracity

The dwarves of Dimthinlode lead the characters to a 25ft-deep vertical shaft on the mine's sixth level. A rope ladder leads to the bottom of the shaft, where a jagged hole about 8ft wide opens in the wall to one side. Two guards armed with hammers and heavy crossbows stand alertly near the top of the shaft. Nearby, a huge lever can be pulled in a dire emergency to release hidden tunnel supports to cause a cave-in over the shaft to seal it under tons of rubble. This is the dwarves' last resort to block the rest of the mines from an invasion by unknown monsters.

The Cavern Entrance

A gaping hole is broken through the wall at the bottom of the pit. Peering into the darkness, the characters can see they are perched 40ft above the floor of a very large cavern. From this vantage, they can sense the vastness of the underground vault through the thick humid air. The fluttering of bats can be heard, as well as the soft drip of flowing water down stalactites, along walls, and across the floor. A misty haze clusters around the edge of a large pool nearby. Immediately below the opening, a steep rampart of flowstone and rubble allows for a treacherous descent to the cavern's floor.

A Cold Descent

The rocky slope is very slippery. Gray and black slime covers the wet surface of the rocks and rubble all along its 60ft descent. The area is dark. Non-thief characters have a 1-in-6 chance of slipping; if they fail a saving throw they then slip and slide along the rocks, taking 1d4 x 6 points of damage. There is a 50% chance of encountering a patch of **brown mold** 15ft from the bottom. Note the coldness at that point in the descent and apply the appropriate cold damage if a character strays too close. The shriveled body of a dwarven explorer lies next to the patch. Besides some caving gear and a few personal possessions, no other items are on the corpse.

Brown Mold: HD n/a; AC n/a; Atk none; Move 0; Save n/a; AL N; CL/XP 4/120; **Special:** drains heat (2d8 damage per round). (*Monstrosities* 335)

For every 30 minutes spent in the underground mine's tunnels, there is a 25% chance of an encounter. Roll 1d6 on the following table:

1d6	Encounter
1	2 whip jellies
2	1d6 violet fungi
3	Patch of shriekers (25% chance of attracting another monster or a rock troll)
4	1d6 piercers
5	Roper
6	1d6 giant frogs

Giant Frog (large): HD 3; AC 7[12]; Atk bite (1d8); Move 3 (or 100ft leap); Save 14; AL N; CL/XP 4/120; **Special:** leap, swallow whole (natural 20 to-hit, death in 3 rounds, 18 to-hit roll to escape). (*Monstrosities* 179)

Piercer: HD 4; AC 3[16]; Atk drop and pierce (4d6); Move 1; Save 13; AL N; CL/XP 4/120; **Special:** drop (1d6 damage per HD). (*Monstrosities* 373)

Roper: HD 10; AC 0[19]; Atk tentacle (weakness), bite (2d10); Move 3; Save 5; AL N; CL/XP 11/1700; **Special:** immune to electricity, resist cold (50%), tentacles grab and cause weakness (50ft range, save or lose half strength, 1-in-6 chance to break free [2-in-6 if strength unaffected]), vulnerable to fire (+1 damage per hit die inflicted). (*Monstrosities* 400)

Shrieker: HD 3; AC 7[12]; Atk None; Move 1; Save 14; AL N; CL/XP 3/60; **Special:** shriek (1 point damage per round to all within 30ft, save avoids). (*Monstrosities* 423)

Violet Fungus: HD 3; AC 7[12]; Atk 4 tendrils (rot); Move 1; Save 14; AL N; CL/XP 4/120; **Special:** tendrils cause rot (save avoids). (*Monstrosities* 183)

Whip Jelly: HD 3; AC 8[11]; Atk 4 whip tendrils (1d4 + 1d4 acid); Move 8; Save 14; AL N; CL/XP 3/60; **Special:** acid (dissolves organic matter). (*The Tome of Horrors Complete* 342)

Trysting Pond

The waters are clear and cool but not cold. Freshwater fungi patches appear to be whitish roots clustering in bunches like clouds. Pale, blind cavefish meander through the waters, feeling their way with their whiskery mouth barbels. If the bottom is illuminated, small ruined lodgings can be seen. These were once used by frog folk for special mating rituals. The ruins contain no treasure.

Terraced Fungi Farms

Opposite the tranquil waters of the Trysting Pond, a colorful variety of large subterranean fungi burst forth across the gradually ascending cavern floor. Bunches of mushrooms and grassy molds thrive along terraced shelves and dangle down in lush strands that drip with moisture. Close examination of the long-neglected terraces reveals decorative reliefs engraved along the edges and furrows etched upon their surfaces to channel water evenly across each terrace. An overgrown pathway winds through the fungus fields toward a distant plateau.

An abundant variety of edible and medicinal fungi can be gleaned from these abandoned farms.

This 60ft-wide section contains several varieties of extraordinary molds and fungi; most of them are harmless and thrive in the wet, guano-rich environment. The surface of the field has the consistency of soaking wet turf. Recent footprints passing through in either direction can be detected.

MENACE IN RAVENREACH

Partway through the field, a **yellow mold** patch grows across three adjoining patches, blocking the trail. Three dwarven skeletons can be found underneath the mold, but there's no valuable treasure. The dwarves blundered into the yellow mold after encountering a rock troll.

Yellow Mold: HD n/a; AC n/a; Atk 1d6 damage + spore cloud; Move 0; Save n/a; AL N; CL/XP 3/60; **Special:** destroyed by fire, poisonous spore cloud (10ft diameter, save or die). (*Monstrosities* 336)

The Slimy Stair

A massive, ancient table rises forty feet above the cavern floor. In the center is a huge stone megalith.

Beyond the fungi fields, stalactites point down from the ceiling, dripping water on stalagmites below. Flowstone builds up in ribbons and carpets the stone. An ascending stone ramp resembling a stairway leads up to a plateau beyond. It is the remains of a very ancient stairway worn and overlain with patches of flowstone and a handful of stalagmites. The stair is 20ft wide, 80ft long, and slopes upward 40ft to the top of the plateau. There are no handrails. Halfway up the stairs are the skeletal remains of a dwarf. Anyone approaching the skeleton has a 1-in-6 chance to detect a pale green slimy substance (**green slime**) oozing down the steps 10ft in front of it. Otherwise, the characters almost certainly step in the slime. The skeleton has no organic or metal items on it, but characters can find a beautiful blue topaz (500gp). If the remains are returned to the dwarf's family, they let the characters keep the jewel as a reward.

Green Slime (Hazard): Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a *cure disease* spell.

Table of the Frog God

The plateau rises 40ft from the floor of this 100ft-high cavern. A narrow stream of water rushes along one side, disappearing into the darkness beyond. The table itself is 80ft wide and roughly hexagonal. A crudely carved menhir 15ft tall with a 10ft-wide base stands in the center of the table, appearing to be a primitive idol of great age. Large stalactites drip down to huge stalagmites near the edges of the plateau, spilling flowstone over the brink.

Discarded caving equipment and torn pieces of clothing and armor rest near the menhir. The stone megalith, though worn with age, depicts a disturbing figure resembling a menacing, vaguely amphibian creature. It as an ancient depiction of Tsathogga.

The stone menhir is not connected to the stone table. It can be moved or shoved aside (although it weighs 2000 pounds). Because of its size, multiple characters can combine their efforts to push the idol (characters can push 30 times their Strength score). A hidden cache is found if the menhir is toppled or shoved aside. Inside the hollow beneath the menhir are some odd bones, a stone knife, and a jar of *extra healing*.

The nearest stalactite is broken open and contains a large hollow within. Characters examining the three unbroken stalactites can roll below their wisdom on 4d6 to detect large monstrous humanoids concealed within a thin limestone shell.

A **rock troll** huddles inside each of the three stalagmites arrayed around the perimeter (for a total of 3 creatures). Covered in dripping stone deposits from above, they resemble stalagmites or flowstone. They are currently hibernating, awaiting a time when abundant herds of nomadic deer and other animals return aboveground for them to feed on. Textisting when winter set inthey found heretheir

The exploring dwarves disturbed one, however, awakening it. She killed and ate a number of the dwarves, although two escaped her grasp. Later, she ambushed the returning strike team, picking them off one by one. Torn equipment and other remains can be seen near the idol. She even ate their calcium-rich bones. She currently dozes on a hidden ledge on the far side of the plateau.

When she detects intruders, the rock troll climbs up onto the plateau to investigate. If she perceives a dangerous party or sees them handling the idol or the stalagmites containing the other sleeping trolls, she howls loudly to awaken her three companions to join her in the hunt. It takes the others one round to break free of their stony shells before they can attack.

Rock Trolls (4): HD 8; HP 60, 55, 52, 46; AC 0[19]; Atk 2 claws (1d6), bite (1d6); Move 12 (burrow 8); Save 8; AL C; CL/XP 9/1100; **Special:** regenerate (3 hp/round), rend (2 claws hit, additional 2d6 damage), vulnerable to sunlight (turn to stone, save avoids). (*The Tome of Horrors Complete* 571)

Equipment: Each troll has 3d6 semiprecious rock crystals (50gp each) embedded in his or her hide.

The frog folk lived in this cave complex beneath the plateau. An entrance can be located at the base of the plateau. Exploring inside the wet, maze-like tunnels turns up old bits of pottery and broken tools, but characters have a 10% chance per 10 minutes of searching of finding a hoard of 2d6 freshwater pearls (50gp each). Up to six such pearl hoards may be found. Characters have a 5% chance per 10 minutes of searching of locating a hidden pair of *boots of leaping* made of giant frog skin.

Epilogue

The dwarves are extremely grateful to the characters for clearing the mine and discovering what happened to the missing dwarves. Master Nortil rewards the party with a pouch containing 1000gp (in hacksilver) and a rough diamond (which can be polished and cut into a 3000gp gem). He invites them to share in the yearly celebration with the joyful dwarves.

Here ends *Menace in Ravenreach*. The characters' adventures in Ravenreach can continue in *Mystery in Ravenrock*.



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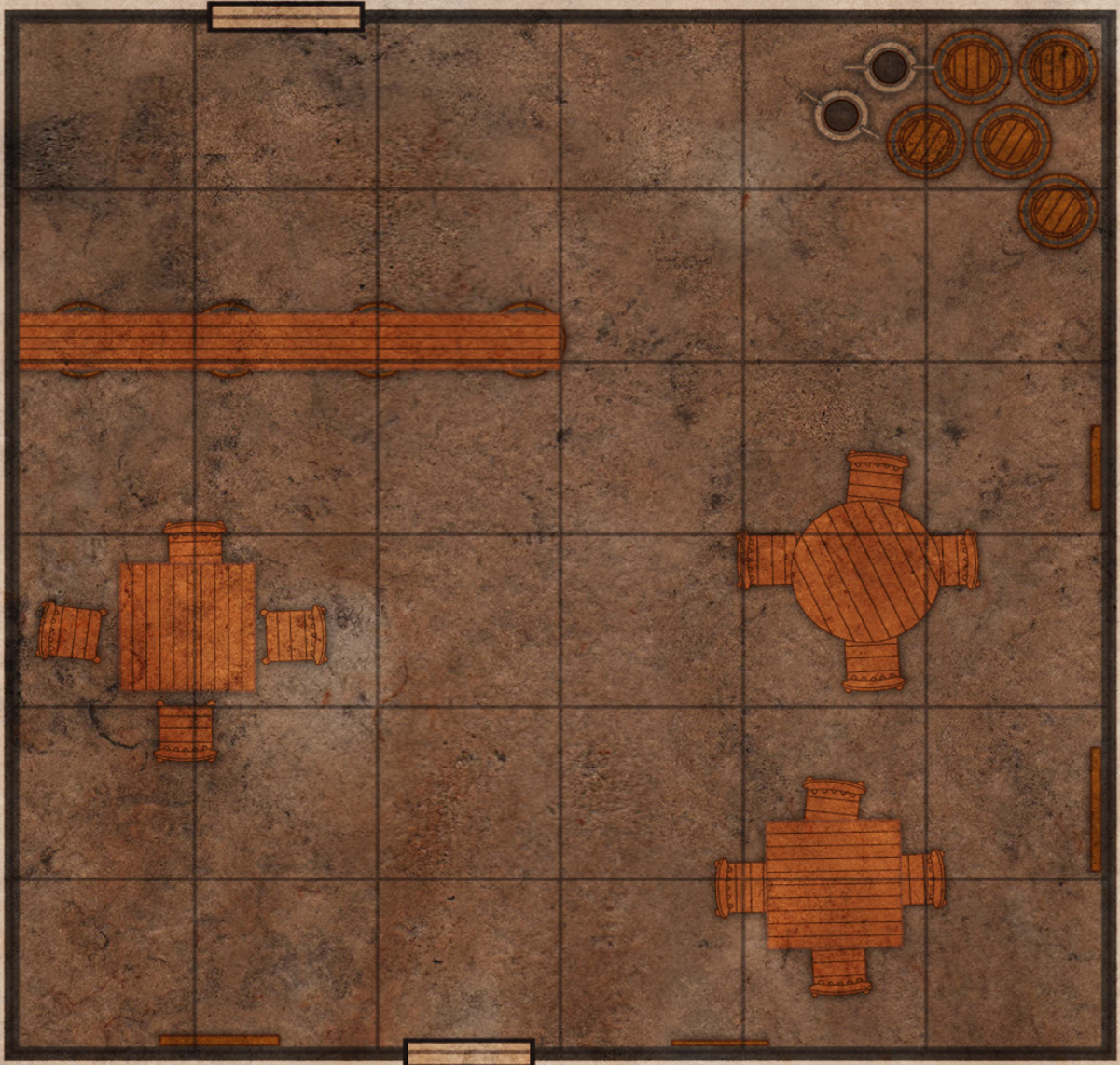
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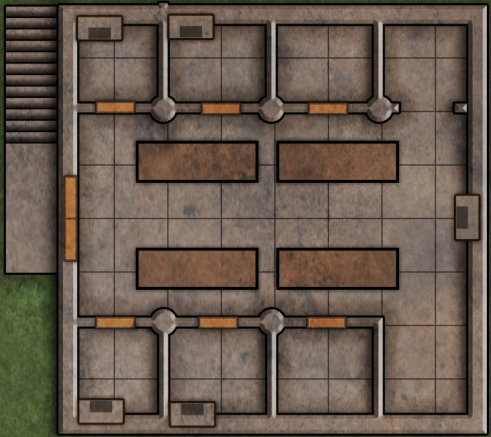
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1 Square - 5 Feet

Castle Ravenrock

First Story - Great Hall



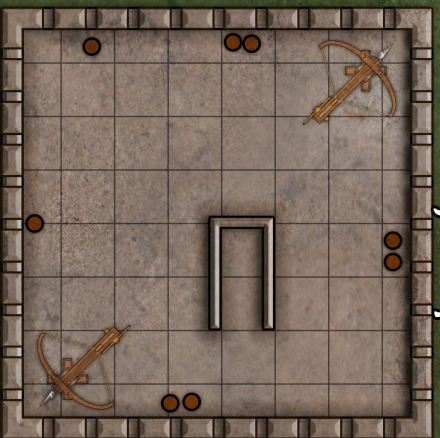
Second Story



Ground Floor



Roof Top



1 Square - 10 Feet



DIMTHINLODE MINE

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MENACE IN RAVENREACH

by James Thomas

In the civilized lands those who seek fortune face sobering facts. The populous lands have less need of mercenary wanderers; thus, a treasure hunter's competition is high, the pickings are few and, thanks to the many local authorities, the taxes heavy. The frontier, however, offers the strong, the clever, and the determined the opportunity for great riches. Riches that we even sweeter under a reduced tax burden.

The Keep of Ravenreach is just one small outpost beyond the Borderlands. The hardy inhabitants, amid the wild hills and deep forests, hacked and hammered out a town and their small keep.

A garrison was maintained under the leadership of a brave Baron who, after subduing the surrounding Wilderlands, gathered a modest court and began to rule his modest hold justly and free of danger. Until the day the court wizard decided to acquire a live troll. He has commissioned many fortune seeking adventurers promising a great reward. Many have attempted his unusual errand, none have lived to claim his reward.

Which is a pity as the Wizard is in a bit of a hurry.



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