

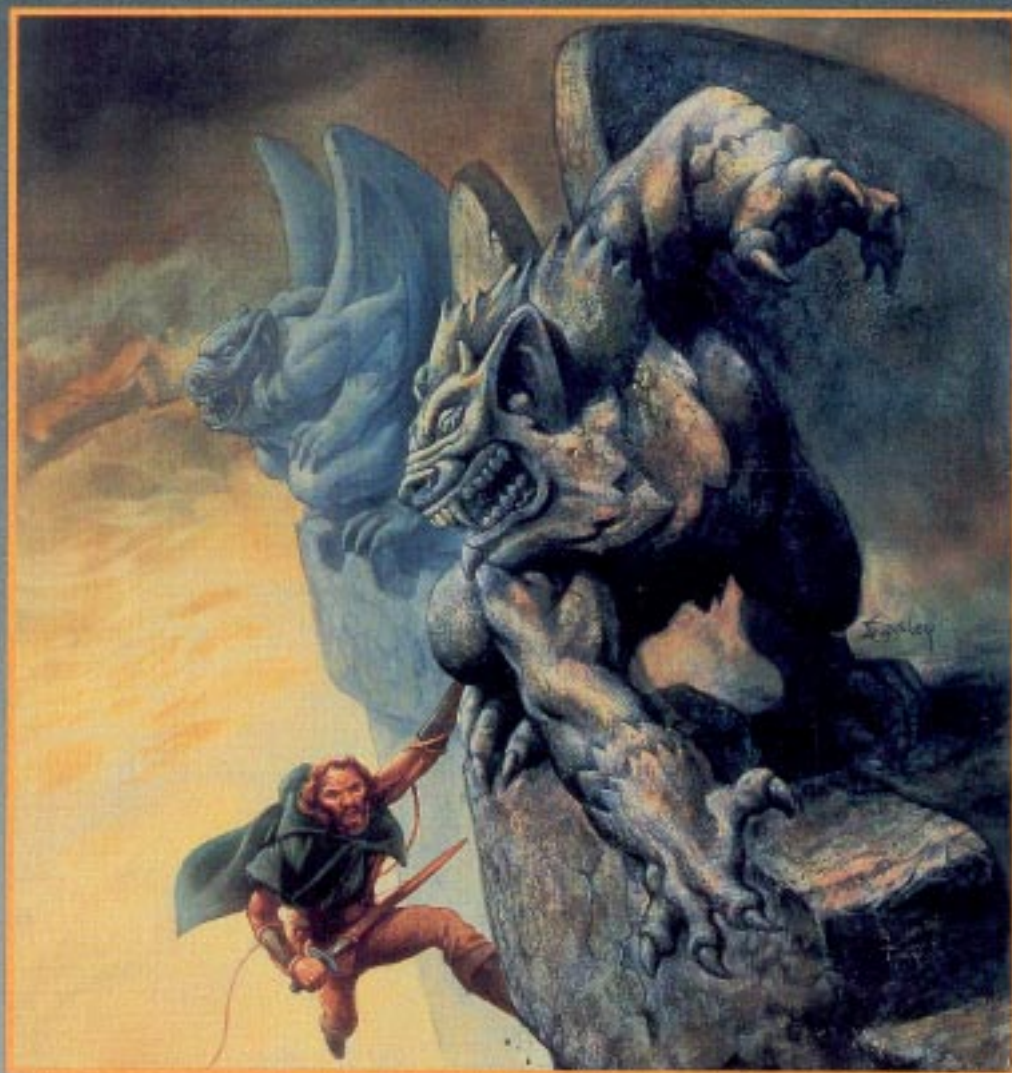
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Official Game Adventure

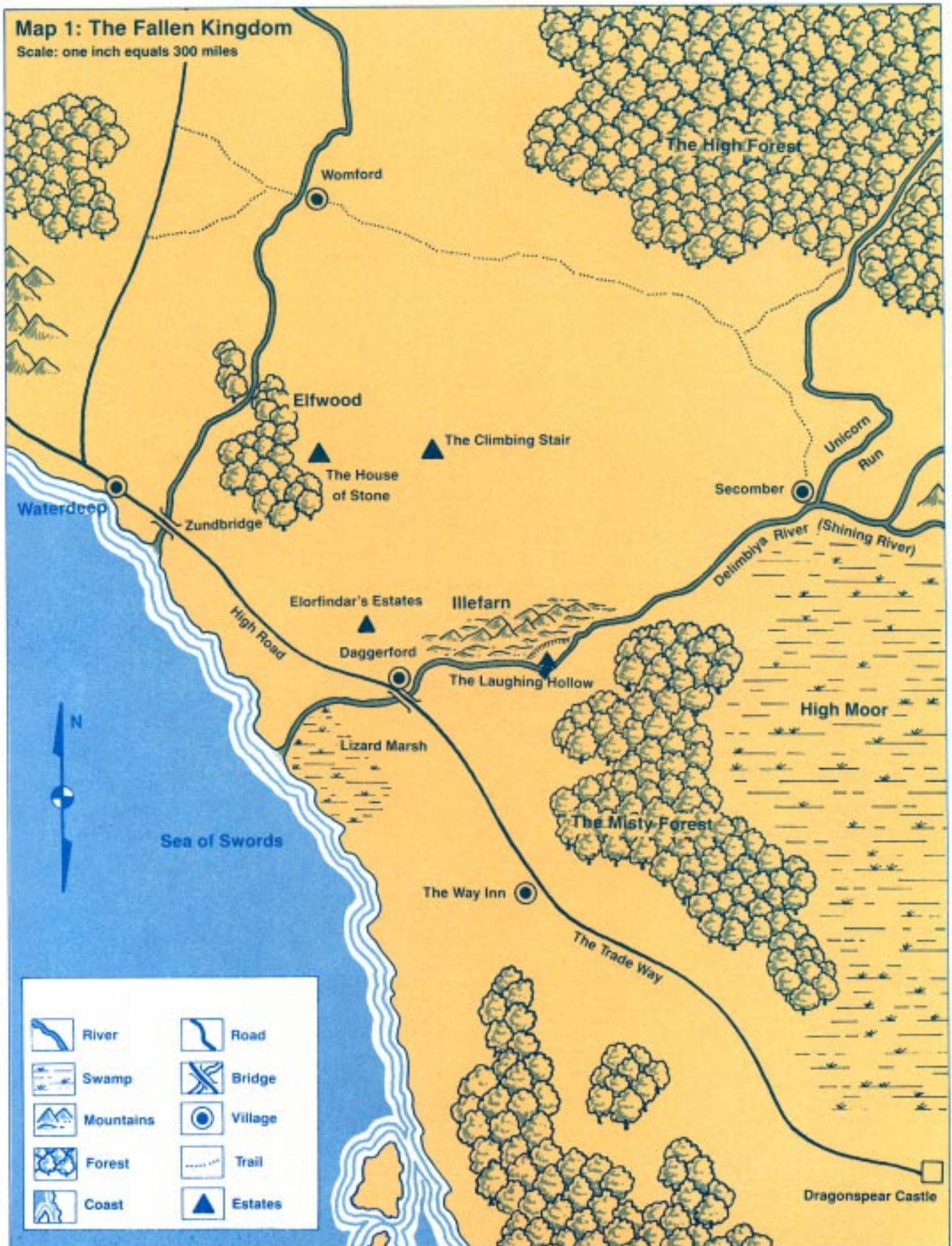
Under Illefarn

by Steve Perrin

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Map 1: The Fallen Kingdom

Scale: one inch equals 300 miles



Advanced Dungeons & Dragons®



OFFICIAL GAME ADVENTURE

for 4-6 Characters, Levels 0-3



UNDER ILLEFARN

by Steve Perrin

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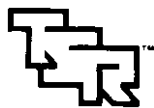
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Player Introduction

Under Illefarn is an AD&D® campaign book for a Dungeon Master and four to eight 1st level characters. It is also possible to start as a 0 level character. More about that later.

You start as a character in the trading city of Daggerford. By the law of Daggerford, you serve in the militia. As a member of the militia, you have the opportunity to participate in several adventures which should enable you to advance in level. When the campaign is over, your character should be at 3rd or 4th level. A split class character may still be at 2nd level for some or all of his or her classes.

If you have a character who reached 1st level in N4, *Treasure Hunt*, your adventure took place in the sea to the west of Daggerford. After that adventure, your character decided to see the world and ended up in Waterdeep, the main trade city to the north. You soon found the big city was a bit much for a simple islander, so you gravitated to the smaller town of Daggerford, finding out only after you settled into a squalid room at the Lady Luck Tavern (or a sumptuous suite at the River Shining Tavern if you've kept most of your loot from the treasure hunt) that residence in Daggerford means enlistment in . . . but we'll get to that in a bit.

To the Beginning Player

If you have never played the ADVANCED DUNGEONS & DRAGONS® game before, don't worry. *Under Illefarn* is meant to bring you to full speed as an AD&D game player in as short a time as possible.

All you need is the *Players Handbook*, although you might find the options presented in *Unearthed Arcana* are also helpful. Most of the decisions as to spell choice, deities worshipped, weapons proficiencies, and so forth are in the hands of the Dungeon Master. He will present you with your choices.

Creating Your Character

Various characters and races are more likely to come from certain areas than

from others. If you'd like a preview of the area where your character grew up, skip to the "People of the Forgotten Realms" section on page 3.

Abilities

Since everyone is starting out with a 1st level character (or lower), it is suggested that the Dungeon Master choose one of the four methods under "Creating the Player Character" in the *Dungeon Masters Guide*. Method I works best, but any of them will do.

Ability Checks

On several occasions throughout these adventures, you will be called on to roll *Ability checks* against one of your character's six attributes: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. The check will be termed a Dexterity check, a Constitution check, or whatever is appropriate to the situation at hand.

An Ability check is rolled on 1d20. The check is successful if the roll is equal to or less than the ability in question. For example, a character with a Dexterity of 13 is trying to cross a log transversing two sides of a ravine. The Dungeon Master calls for a Dexterity check, and the player rolls a 14 on 1d20, a failure. The character falls to the bottom of the ravine.

Ability Checks are sometimes modified by the difficulty or ease of the attempted action. The Dungeon Master will tell you what number needs to be rolled and what dice to use.

Character Classes and Races

All classes and races can be found in the Daggerford area, though more urbanized types such as thieves, assassins, and monks are in short supply. Daggerford is a frontier, and the subtler specialties of civilization have yet to take root. This does not mean that a thief, assassin, or monk cannot come to Daggerford from another, larger population center, but they are unlikely to be homegrown.

Alignment

For a beginning character, it is best to choose a lawful or neutral character. Daggerford is not a place that encourages either the chaotic or evil, though a lawful evil person could probably hide his base nature without too much trouble.

Generally, chaotic and evil characters tend to disrupt a party of adventurers if played properly. That alone is a good reason to discourage their use as PCs, since 1st level characters need all the cooperation they can get.

Languages

All characters know the usual languages of their alignment, class, and race. Literacy is not common. Player characters with Intelligence greater than 5 and NPCs with Intelligence greater than 7 can be expected to write Thorass, the local trade tongue. The ability to read the various runic languages is much more common.

Secondary Skills

Secondary skills in the Daggerford area are not quite the same as given in the *Dungeon Masters Guide*. Every character probably has had some training in some other skill besides his character class skills. Either pick a background skill from the table that follows or roll for it, whichever you and the Dungeon Master decide.

Daggerford Secondary Skill Table

Dice Score	Result
01-02	Blacksmith
03-04	Bowyer/fletcher
05	Armorer
06-15	Farmer
16-20	Forester
21-25	Innkeeper
26-30	Hunter
31-35	Fisher (hook and line)
36-40	Herder (cattle or sheep)
41	Jeweler
42-45	Leather worker/tanner
46	Limner/painter
47-50	Mason/carpenter
51-52	Boatwright
53-55	Tailor/weaver



56-60	Teamster/Freighter
61-65	Trader/barterer
66-70	Trapper
71-75	Woodworker/cabinetmaker
76-95	No skill of measurable worth
96-00	Roll twice, ignoring rolls of 76-00 hereafter

Possession of a secondary skill may not necessarily help in the course of an adventure, but it can't hurt. It also provides some insight into your character's current occupation as well as his past ones.

You can use a secondary skill by reminding the Dungeon Master you have it when a situation occurs when it might come in handy. If the DM allows the use of the skill, he may decide the skill works automatically ("Yes, because of your innkeeper skill, you know the proprietor of the Happy Cow personally and can ask for a favor from him."), or he may have you make an Ability Check. ("Since you are a hunter, make an Intelligence Check on 1d20 to see if you recognize this trail.") Remember, this means that if your character's Intelligence is 12, and you roll a 12 or less, you succeed.)

Pre-Generated Characters

If all this seems like too much work, which it certainly could be for a beginning player, there are six pre-generated characters on the last page of this book. If you want to save yourself some trouble, ask the Dungeon Master if you can see these characters and can use one as your own.

Characters of 0 Level

An interesting way of starting a new adventure is to begin with a 0 level character. This style of play was pioneered in N4, *Treasure Hunt* by Aaron Allston.

At 0 level, your character starts as a normal person with only one weapons proficiency, no magic, no special skills, and 1d6 hit points. It's a good idea to allow a 0 level character a full 6 hit points without rolling dice.

The character also starts with -500 experience points. That's right, 500 points less than zero. As the character

gains experience, the Dungeon Master makes note of the character's inclinations. Does the character continually pick up new weapons and experiment with them? Does he express a desire to learn magic? Does he try to sneak around and attempt to pick open locks? When the character finally reaches zero experience points, the player and the Dungeon Master get together and decide the character's class, his alignment, and so forth, based on the character's actions and inclinations in his adventuring career so far.

For more details about 0 level characters, see *Treasure Hunt* (N4).

People of the Forgotten Realms

The Forgotten Realms are described in some detail in *The FORGOTTEN REALMS™ Campaign Set*. PCs in *Under Illefarn* are usually from the north and west lands of the continent, though travelers might wander up the Trade Way from Cormyr or the mysterious Amn.

Beginning characters are most likely residents of the area within the 100 mile radius around Daggerford. The following information suggests just where within that radius a particular class or race might come from.

Humans

Most humans in the area come from one of four regions: Waterdeep, Daggerford, Secomber, and The Way Inn. Humans who don't actually live in these regions tend to depend on one of them as a marketplace.

Cavaliers. These worthies mostly come from Waterdeep and Daggerford, though a few come from Secomber. Most PC cavaliers in Daggerford are the scions of the petty nobility that rule various holdings around the town. The duke of Daggerford is a cavalier, as is his master of arms. It is possible for a character to be a cousin of the duke of Daggerford, if the DM wants to deal with that kind of family complications.

Fighters. True to tradition, fighters may come from just about anywhere in the Forgotten Realms. Daggerford,

Waterdeep, Secomber, and The Way Inn all provide their quota of stalwart fighters.

Rangers. The ranger population is mostly found in Daggerford, Secomber, and The Way Inn. The relatively cosmopolitan Waterdeep is not conducive to a ranger's way of life.

Barbarians. The barbarian population resides on the High Moor and are reluctant to stray far from this area. They are nomadic herders in constant warfare with the goblinkind on the moor.

Magic Users /Illusionists. Magic users of all stripes can be found everywhere, though they tend to prefer residence in more densely populated areas. Waterdeep is the center of magical activity in these parts, with a recognized guild of low-level mages. The ruins of Dragonspear Castle are reputed to contain high level evil magic users.

Clerics. Like magic users, clerics are also common throughout the Forgotten Realms, though farming villages such as Secomber have little to do with the main religions of the region, aside from their resident druids and priests of Chauntea. Most adventuring clerics come from Waterdeep, Daggerford, and Dragonspear Castle.

Druids. The primary center for druid activity in the Daggerford area is the Misty Forest. Around Waterdeep, the Elf Wood supports a large number of druids.

Thieves. Daggerford is too small to support a real Thieves Guild. Everyone knows almost everyone, and serious thievery is virtually unknown. At the same time, there is a fondness for the heroic thief who uses his talents to plunder ruins and fortresses of evil. Therefore, Daggerford does have a few adventuring thieves.

Thieves from a more traditional background come from far or are self-taught. There is no Thieves Guild in Waterdeep; it's bad for business.

Assassins. Assassins tend to frequent big cities and aren't much in demand in these regions. Any assassins in Daggerford have come from further away than Waterdeep, which has also rid itself of organized assassins. These days, most



assassins come from Amn or Westgate on the Inland Sea.

Monks. There are no local training areas or monasteries for monks in Daggerford. Some may come to Daggerford from the Waterdeep area or from larger cities to the east and south.

Elves

Since the demise of the Fallen Kingdom, elves have been in short supply around Daggerford. However, a few chose not to leave with their former associates, and they and their descendants still live in some of the more isolated areas. Because of their love of nature, they are particularly at home in the forests and plains. Although they are seldom encountered in the cities, their fascination with fine jewelry and magic may draw them to populated areas on occasion.

Gold (High) Elves. One noble family of Gold Elves held on when the others left. Sir Elorfindar and his family maintain a High Elf presence in the Daggerford area to this day.

Moon Elves. Normally, this type of elf is in much shorter supply than the Gold Elves. This is not the case in the Daggerford area, mostly because of the great number of Gold Elves left with the Fallen Kingdom. Some Moon Elves stayed with Sir Elorfindar after the Fallen Kingdom broke up. Others stayed in the area for reasons of their own. If not with Sir Elorfindar, the Moon Elves can be found in the Misty Forest or the High Forest. They can also be found in the Waterdeep Woods, and some may be found in Daggerford. Most PC elves are either grandchildren or great grandchildren of Sir Elorfindar or of some of the Moon Elves who followed him.

Wild Elves. These elves never considered leaving their ancestral home. They are found these days in the Laughing Hollow and the Misty Forest. Because of their nature, they do not make good choices for PCs. However, since the Misty Forest elves do interact with humans and other races on occasion, a Wild Elf PC should be from the Misty Forest. The Wild Elves from Laughing Hollow keep

to themselves.

Dark Elves. Dark Elves are said to reside in the bowels of the mysterious Dragonspear Castle. Whether actually there or not, it certainly is their sort of place. Dark Elves are not recommended as PCs.

Dwarves

What's left of the dwarven population is mostly represented by Derval Iron eater's extended family in Daggerford. A few live in Secomber, a few more live in Waterdeep. There are not many left, but among the ones that remain, many long to regain some of the lost glory of the vanishing dwarven race. Owing to their love of drink, a tavern is a likely place to encounter dwarves. Talk of gold or other precious metals is also sure to attract the attention of any eavesdropping dwarves.

Gnomes

There are a few gnome merchants in Daggerford, Secomber, and Waterdeep. Like the dwarves, gnomes are fond of drink and wealth, but they also enjoy the pleasures of nature. Look for them in a local tavern or near a beautiful meadow.

Halflings

Halflings are not very common in Daggerford, though the ones who live there are quite prominent. Secomber, however, is very much a halfling town. Almost 50% of the population of Secomber is under four feet tall. A few halflings can be found in Waterdeep and in some of the farming hamlets around The Way Inn. They are more open and outgoing than either dwarves or elves and get along well with most other races.

Can You Get It in Daggerford?

Daggerford is trying to be a busy metropolis, but is still basically a frontier area that lacks many of the advantages found in a big city. It is just not large enough, for instance, to support very many craftsmen. What's more, some of the Daggerford craftsmen aren't quite as proficient in their chosen trade as their counterparts

in larger communities.

Prices for simple items in Daggerford are the same as those given in the *Players Handbook*. More complex items, such as crossbows or chain mail armor, are not manufactured locally. These items may be purchased from passing merchants, but the markup is considerable: typically 100%. A suit of chain mail, for instance, which normally costs 75 gp will cost 150 in Daggerford, if it is available at all. As a rule of thumb, any item costing more than 50 gp in the *Players Handbook* costs double in Daggerford.

There is no alchemist available in Daggerford. All potions are double price when available, which is not often. Potions offered for sale must be brought in from Waterdeep or from the other end of the Trade Way, which gives Daggerford another excuse to kick up the price. Rare components for spells are even rarer in Daggerford and again cost more than usual. The only apothecary in town is a priest of the Chauntea temple, and his sales are part of the temple's income.

What goods are available in Daggerford? All types of clothing are for sale, although garments made of cotton or silk are high in price. Most clothing is made of wool, provided by local sheep, and leather. Forget about exotic furs, unless the purchaser is willing to pay through the nose for them.

There are several blacksmiths in Daggerford who can provide simple weapons, such as swords and axes, and household equipment. Should either weapons or armor be damaged, the local craftsmen can mend them. There is much mended finery and weaponry on the streets of Daggerford, mostly dependable and mostly at a reasonable price.

Since Daggerford residents largely live off the land, many farming and fishing products are available. Produce, vegetables, and meats are not hard to come by at affordable prices. Animals are common in Daggerford; animal care services and facilities abound.

Daggerford jewelers are always on the lookout for the occasional odd jewel that might find its way into town. Because these come to Daggerford so infrequent-



ly, jewelers lucky enough to snag one can ask and easily get twice their normal selling price. Magical items are quite rare, also selling for twice the price. There are a lot of Daggerford merchants who are unfamiliar with magical items and may inadvertently underprice them if they can't figure out what they're supposed to be. A fortunate buyer may walk away with a treasure at a ridiculously low price if he happens to visit the marketplace at the right time.

What Else?

This, of course, is only an overview of life in Daggerford. If you have questions, just ask the Dungeon Master. Better yet, take some time to explore the city before embarking on an adventure. Check out the local businesses, listen in on the gossip at one of the taverns, walk the streets, introduce yourself to friendly passers-by. You'll be right at home in no time at all.

Player – Stop Reading

If you are playing a character in the *Under Illefarn* campaign, please stop reading here. Knowing the details of the campaign will make it less fun to play for all concerned.

If you intend to be the Dungeon Master for the campaign, continue.

Dungeon Master's Introduction

The following is primarily intended for the first-time Dungeon Master. Experienced DMs will be familiar with much of this material. Bear with us and read along. You still may pick up a thing or two.

The Daggerford Campaign

Under Illefarn is focused on the town of Daggerford and, most importantly, on the institution of the Daggerford militia. The militia brings together characters who might never associate otherwise. Membership in the militia gives novice characters a common origin and encourages them to consider themselves part of a team.

Once the characters are ready for

action, you are provided with three militia missions in which the adventurer can hunt down raiding lizard men (*Lizard Raid*), protect a caravan (*Caravan Duty*), and rescue the duke's sister and make a powerful friend (*Rescue Mission*). The adventures may be undertaken in any order. Besides providing experience and the prospect of advancement, these adventures offer valuable clues and magical aid for the main adventure to come.

After the completion of the first three adventures, natural disaster strikes in the form of an earthquake. The characters are given ample opportunity to make important contacts during the rescue operations following the earthquake. Then the town discovers that a curse has arisen as a result of the quake, and the stalwart militiamen who have done so well in previous missions are sent to find the source of this curse.

Dungeon Mastering Tips

Under Illefarn is an episodic campaign. That is, the campaign features adventures set in the same general area with no unifying theme other than all of them involve members of the Daggerford militia. There are numerous plot threads to provide opportunities for future adventures once the campaign adventures have been completed. The PCs may also wish to pursue one or more of these plot threads between the presented adventures.

For example, one item of loot picked up by the characters in the *Lizard Raid* adventure is a ceratosaur tooth which has been enchanted to summon ceratosaurs. The character has no immediate use for this item, since it only works in the vicinity of the Lizard Marsh. The obvious person to sell this to is Redeye, the lizard man chief. But how can the character make contact with Redeye? This would seem to call for another expedition into the swamp to face hostile lizard men and dinosaurs and perhaps to discover the ruins of old forgotten villas from the Fallen Kingdom period. And how receptive will Redeye be? He might decide to just take the tooth over the character's

dead body.

Elsewhere, the PCs may encounter Lady Bronwyn, who is older than her brother, the duke, and far more interested in rulership. Are the PCs interested in helping her prove her worthiness to rule? Can the map to Illefarn and the good will of the king of Laughing Hollow be combined into a successful expedition? Is Baron Agwain going to attempt vengeance against the people who thwarted his courtship of Bronwyn?

Controlling Storylines It can be frustrating when the PCs wander off in a direction the DM doesn't want them to take. Here are some methods to help keep the PCs following the storyline you want them to explore.

For starters, make the characters an integral part of the campaign background. Is someone playing a cavalier? Then have him attending the duke at the castle. Perhaps Lady Bronwyn is interested in him. This provides a powerful motivation to chase after the abductor.

Delfen is an excellent prod for a magic user. If a character wants to learn more spells, he will have to do Delfen a favor, which just so happens to coincide with the needs of the storyline.

The militia of Daggerford provides the most compelling reasons to keep the PCs on track. The characters initially have to go out on adventures because it's their job, and they're under orders. The militia also functions as a family unit for the PCs and encourages ties of allegiance. A group that stays together is a lot easier to control; if one member of the group goes someplace, the rest are likely to follow if they share this common bond.

It's a good idea to maintain some control over the types of characters played. Evil characters, if played correctly, can create a lot of problems for a group of novice characters. Not only do they instill distrust, they can destroy the more fragile characters. Later, when everyone has had more role playing experience, these characters can be fun, but beginners should maintain the same attitudes as the heroes of sword and sorcery stories and stand united against the forces of evil.



Goals for the Dungeon Master In short, the Dungeon Master should keep two goals in mind.

The primary goal is to make the adventure fun for everyone. Players should have a good time running their characters and experiencing the adventures you present to them. You should have a good time astonishing them with your intriguing plots and interesting encounters.

The secondary goal is to keep the players guessing. In each of the adventures presented in this package, the PCs begin with one problem and end up dealing with a different one. For instance, they start out defending a neighboring castle and end up negotiating with Redeye. They start out scouting a caravan route and end up protecting a caravan. They start out to rescue Bronwyn and end up befriending the King of Laughing Hollow. They start out investigating a curse and end up finding the crown of Devin. These storyline changes are fairly simple, but they keep the players guessing, and that keeps up their interest.

Tricks of the Trade

Here are a few techniques that can keep players coming back for more. Some may also be used as springboards for further adventures.

The Hidden Enemy. Who is really behind all the problems that have beset Daggerford? Who showed the lizard men how to enter a keep unnoticed, encouraged the orcs to attack the Trade Way, encouraged Agwain to kidnap Bronwyn, encouraged the orcs to attack the Laughing Hollow, and promoted the orc invasion of Illefarn?

Is it Kelthas the Dread, the necromancer who has also invaded Illefarn? Is it all an elaborate plot by Sir Llewellyn to claim his rights to the duchy? Is it some other character who hasn't yet made himself known?

Of course, there's nothing to say that any single person is behind all of the disasters, but it doesn't hurt for the players to think there is one mastermind.

The Hidden Agenda. Is there an over-all purpose to these adventures that is not

immediately apparent? Are the characters being groomed for greater things? Why is Delfen in Daggerford? Is he recruiting for some secret project of his own? Or is the mysterious Sir Elorfindar trying to bring back the glories of the Fallen Kingdom by recovering some of it's lost treasures?

Someone may have his own purposes in mind for these adventures, but why he or she is doing it remains a mystery for the characters to solve.

The Constant Irritation. Using a recurring annoyance can keep the characters occupied and too busy to notice all the clues. It can be almost anything, from an imperious council which makes too many demands, to an irritating non-player character (NPC) who tags along with the group and gets them into trouble. One such NPC might be Lady Bronwyn. She isn't particularly irritating, but she definitely would get the party in trouble if her brother found out they were encouraging her to adventure.

The None-Too-Subtle Clue. Whenever any of the above techniques seems to be wearing thin and the players are getting restless, it is time to give them some satisfaction by allowing them to solve the problem or mystery at hand. Usually this can be done by dropping a hint or a clue to the solution that can't be missed.

One way to make the presentation of the clue more interesting is to select one player and take him aside from the others. Give him the clue in the guise of an audience with a superior officer or a secret note from a friend. It is then up to the player whether or not his character shares this information with his companions. Don't overdo this technique, however, as you risk creating division in the group. You don't want that.

You also can orchestrate a situation which allows an important clue to fall right into a PC's hands. For example, an orc band attacks and is defeated. Examining the orc bodies, the PC finds an item that was known to belong to old Duke Pryden which was thought to be lost with him in the siege of Dragonspear Castle. Even if their lack of experience compels them to pass this information on to the

duke or another authority, at least they have found the answer to the mystery. This can give them incentive to gain further experience until they are ready to deal with the dangers of Dragonspear themselves.

Modifying Ability Checks

Ability checks are sometimes modified by the difficulty or ease of the task to be accomplished. The Dungeon Master may modify the chance of success in one of two ways.

The simplest way is to add a difficulty modifier to a roll. For example, a climb up a steep slope could call for a Strength check. If the slope is particularly steep, add 1-5 to the number rolled before comparing it to the character's Strength. If the modified roll is too high, the Ability check fails.

Another way to modify an Ability check is to use different dice. For example, rolling 3d6 instead of 1d20 means that characters with high abilities will almost always succeed, while those with low abilities will usually fail. This is because the usual roll on 3d6 is between 9 and 12. More difficult Ability checks can be resolved by calling for the use of 4d6 or even 5d6, making success almost impossible for all but characters with the highest abilities.

Training and Experience in Daggerford

Normally, as described in the *Dungeon Masters Guide*, training for a higher level costs 1,500 gp times the current level of the character per week. The training takes a number of weeks appropriate to the previous activities of the character, as determined by the DM.

In Daggerford and the surrounding regions, gps are not as common as in richer areas such as Waterdeep, Cormyr, or Amn. Instead, payment is made in service or as a form of reward.



Service

Those who spend many years in their professions in service to other characters of higher level are paid in training to attain higher status in their professions.

Rewards

Those who have performed a singular service to their community or to a character of higher level are rewarded with training. Either the community provides the training, or, if the community lacks the resources to provide the training, it calls in a favor from someone who can provide it. The community or the character who received the service makes arrangements for the training.

As a rule, adventurers gain training through rewards. The militia of Daggerford in particular is rewarded with this training. You will learn more details about the militia as you proceed with the campaign.

In Game Terms

A character earns gp credit by slaying monsters, by acquiring magical treasures, or by any other methods aside from acquiring money which are normally rewarded with experience points. This takes the form of a voucher voted to the character by the Daggerford Council. This voucher is above and beyond any money earned in an adventure, and it can be spent toward the normal costs of gaining a level.

Example of Voucher Cork Sheperdson is a 1st level fighter who has killed monsters and acted heroically to gain 1,700 experience points. To advance to 2nd level, he must have 2,000 experience points and spend at least 1,500 gp for a week's training. Cork also has accumulated 750 gp worth another 750 experience points.

Since the Daggerford council votes him a voucher for 1,700 gp worth of training for his great efforts on behalf of the militia, Cork does not have to spend any of his hard earned gold for training. He can use the money to buy himself a suit of chain mail instead.

Quick Character Creation

If your players don't have the time, inclination, or enough experience to create their own characters, there are pre-generated characters in the center section of this book. Give the players the statistics for these characters and all other necessary information. The physical descriptions of the characters are up to the players.

Daggerford: History and Political Structure

The city of Daggerford got its name from an incident that happened about 400 years ago. A wagon master sent his son ahead of the family wagon one evening to locate a safe passage across the Shining River. The boy located a ford, but was surprised and attacked by a party of lizard men. The lad slew six of the creatures with his only weapon, a dagger, and held off the rest until reinforcements from the wagon arrived.

This may be pure fancy or exact truth or something in between. The dukes of Daggerford claim to be direct descendants of that boy on the ford. The arms of the duke are represented by a bloody silver dagger on a blue field.

When the elves of the Fallen Kingdom left for less crowded spaces, a new kingdom sprang up, known now as the Kingdom of Man. It was during that period that the dukes of Daggerford gained their titles and rights to all the lands bordered by the estate of Floshin on the north, the Lizard Marsh on the west, Dragonspear Castle on the south, and the Misty Forest on the east. At times, the dukes have actively controlled the entire area, but these days they do not.

About a century after the dynastic war which destroyed the Kingdom of Man, the duke's subjects began building their shops and homes outside the castle proper, closer to the Delimbiyr (Shining) River. After a couple of problem-free centuries passed, the town became essentially independent from the castle, although a common wall surrounded them both.

For hundreds of years, the duke of

Daggerford still controlled the town, but it was given its own charter by Duke Conan 50 years ago. The current duke, young Pwyll Greatshout, seems to have no inclination to revoke the charter. The town itself is run by the Council of Guilds.

In a self-conscious imitation of the Lords of Waterdeep, the members of the Council of Guilds attend meetings in masks and never reveal their identities to the populace. However, the population of the town is too small for true secrecy. Everyone knows that the guildmasters are the members of the Council of Guilds.

The guilds of Daggerford are not as formal as those of larger cities. There is the Smith's Guild, Merchant's Guild, Tanner's Guild, Farmer's Guild, Waterman's Guild, Riverman's Guild and Taverner's Guild, among others. The chief priests of the town's three main religions (Chauntea, Lathander, and Tymora) are also members of the Council of Guilds. By the wording of the town charter, the duke is not a member, but the head of the militia, who happens to be the duke's master at arms, is a member.

Living in Daggerford

Population

About 300 residents live in the town and in the duke's castle. Most of them till the fields outside the town walls. There are about 20 farming hamlets within a day's walk of Daggerford (15-20 miles), each of which has about five families of around 20 people. Each hamlet has a fortified town house to which the residents can retreat in case of a raid. There are also some isolated farms and a few estates of minor nobility.

In all, there are about 1,000 people dependent on the Daggerford market for goods they cannot make themselves, and who would retreat to Daggerford in case of an invasion.

Other Races

The racial mix in the Daggerford area is predominantly human. Less than 15% of the population are demi-humans. A few



of the dependent hamlets consist entirely of halflings. A couple of halfling families live in Daggerford. There are very few dwarves, gnomes, and elves (aside from the elves of Laughing Hollow), but the ones who do live here are rather prominent in the community.

Opportunities for Training

The Militia

By agreement with the duke, the town maintains its own militia, trained by Duke Pwyll's soldiers. Every healthy human resident of the town between 15 and 35 is required to be a member of the militia. Halflings between 22 and 60, dwarves between 35 and 120, gnomes between 50 and 250, and elves between 150 and 500 must also serve 20 years in the militia. Only pregnant women and mothers with young children are excused, and then only until the children are five years old. The territory around Daggerford is occasionally besieged by evil invaders, and everyone must be ready to defend their homes and lives.

Even transients of the right age find themselves either training with the militia or asked to leave the town. If a person stays longer than two weeks, a militia soldier shows up at his residence to induct him. Of course, the person can try to evade this duty, but in a town the size of Daggerford, this is difficult. Anyone can avoid the duty by paying the expenses of another militiaman, but most residents would rather spend the time than the money.

Those living in outlying areas are also expected to have militia training and duty. This is mainly accomplished by local musters, usually at the estate of a local baron or the common of a hamlet. Representatives of the Daggerford militia ride out to the muster and help with the training.

New militia recruits are taught to ride and to use a spear. Each militiaman is given one spear and one suit of studded leather armor. If the armor is ruined in any way, the militiaman must replace it. Spears are replaced free.

Militia duty is actually quite light,

except in times of trouble. Militia members must show up for training at least one day per month. Some come more often and gain proficiency earlier than their peers. The militia is split up into various troops, and these troops meet on different days. Generally, one of the soldiers will be training while more experienced ones are on guard duty.

Militia troops must stand guard three days out of the month, acting as both a street patrol and wall guard. Usually, at least two veteran troops are on duty on any given day, while the new troops train and help the veterans.

Militia training is sufficient to bring a character up to the 1st level of experience. Militia members can also gain further experience in the performance of their duties, as will be seen.

Militia members are not just fighters. The general success of adventuring organizations has taught the village elders that all walks must participate in the defense of the area, so clerics and magic users, too, are pressed into militia service. Thieves, monks, assassins, and the like are considered to be fighters for the purposes of the militia.

Any militiaman who can afford such weapons as maces and swords is trained in their use by the duke's master at arms, Sir Llewellyn Longhand. He also provides advanced training in swords and riding to the minor nobility. The duke's master of the hunt, Kelson Darkreader, gives instruction in bows and other hunting weapons to those with talent.

The main problem of the militia is hanging on to its veteran members. If they gain any significant expertise, the veterans start thinking about hiring out as mercenaries to Waterdeep or to the caravan masters. Or they might start thinking about doing a little adventuring of their own.

All militia equipment aside from spears and armor must be supplied by the militia member. The militia has the use of medium horses owned by the town. The town must be repaid for the loss of a horse, either with money or with extra militia service. Militia members who die in the line of duty will be raised from the

dead if possible, but there is only one priest in Daggerford with this ability. Veteran militia members have priority for *raise dead*.

Militiamen who participate in combat or other hazardous missions are entitled to split any loot they obtain among them. The town is entitled to buy any magical items deemed necessary for the well-being of the town. Militiamen who train other militiamen are paid a fee of 5 sp per day of training times their level. Note that 1st level militiamen cannot train other militiamen.

Training in Magic

The main teacher of magic in the area is Delfen Yellowknife, a mage who lives in a small tower on the wall of Daggerford. Delfen takes in apprentices, and generally has three or four at any one time. He is contracted to the town of Daggerford to provide training in magic and to provide special spell casting. He also trains his apprentices in knife fighting.

Duke Pwyll's personal magic user, Gwydion Pen Dafwyd, teaches magic to a couple of the younger sons of minor nobility, as well as to the duke's older sister, Bronwyn.

There are no illusionists openly working in Daggerford, though gnomes can get illusionist training from Korbus Brighteyes.

There are four places of worship in Daggerford. The largest is the temple of Chauntea, the Lady of the Harvest. Priestess Merovyna presides over this temple. Those who worship other deities also worship at small shrines maintained by Merovyna and her acolytes. Merovyna instructs novices in the ways of religion and the soil.

Those wishing to learn the druid faith can make contact with the druids of the Misty Forest through the temple of Chauntea.

The temple of Lathander is on the hill next to the duke's castle. The duke himself worships here, as do most of the castle's residents. As the highest ranking priest in town, Liam Sunmist ministers to



priest in town, Liam Sunmist ministers to all who need him and trains anyone who comes to him for instruction.

The shrine of Tempus is a new addition to the town, and its priest, Baergon Bluesword, is a recent addition to the community. He is there mostly for the Waterdeep troops, but many other militia members and adventurers who had to fight in the Dragonspear invasion have developed an interest in Tempus, and his small shrine is becoming crowded.

On the other hand, the shrine of Tymora has been a part of the town for centuries. This patroness of adventurers has a regular number of worshippers, but not enough to warrant construction of a temple. The current priest/attendant, Bando the Lame, has tended the shrine for the last five years.

Description of the Town

(See Map 3.)

Daggerford is a walled town built against the side of a low hill. The town wall also surrounds the castle of the duke of Daggerford. The wall protects the town and castle from periodic flooding.

Most of the town's buildings are built on the low ground below the hill holding the duke's castle. The area surrounding the castle is almost entirely given over to the commons, where horses and cattle graze in times of siege and when the river floods the lowlands around the castle.

Generally, most of the buildings in the town are made of wood and thatch. However, since Derval Iron eater's family brought their stone working skills to town a century ago, a number of people have built in stone. The duke replaced the last wood in his castle with stone, the wall towers were rebuilt in stone, and several important town buildings have been built or rebuilt in stone.

Most of the residences in the crowded living areas are still made of wood. Placement of these wooden buildings is sometimes rearranged due to the occasional fire. Fortunately, proximity to the river allows the Watermen's Guild to quench fires quickly.

1. Barracks

After the invasion from Dragonspear Castle, the Council of Guilds decided that the town needed a central place for on-duty troops to stay, as well as a headquarters for the troops stationed in the town by Waterdeep.

The barracks is a two-story construction with a new drill field now used by the militia, much to the relief of the tradesmen who were tired of having to tear down their stalls in the marketplace so the militia could drill.

2. Caravan Gate

This is the largest gate in the walls and is usually kept shut, opening only when a caravan is camped outside. There are two 24-foot towers flanking the gate with a walkway over the gate between them. The gate itself is 16 feet tall. The flanking towers have arrow slits covering the gate area on both stories.

3. Caravan Quarter

This is a section of wooden buildings, mostly hotels and shops, with a largely transient population. During the winter when the caravans aren't moving, the quarter is virtually unpopulated.

The permanent population in the quarter has traditionally consisted of the few demi-human residents of the city, mostly halflings, who are not attached to major merchant families like those of Derval and Korbus.

However, for reasons shown later, several of the farmers who formerly lived in the farmers' quarter have been moving into the caravan quarter, increasing the domestic animal population as well as the human one.

4. Chauntea's Temple

Merovyna the priestess presides over this large stone establishment not far from the farmers' gate. She has several underpriests between 2nd and 5th level, and they spend their time fulfilling the needs of the temple, including blessing fields and researching new plants.

The only apothecary in town is Dune-

den, a 3rd level priest working out of the temple. He has the ingredients for most common spells, but he depends on caravans for more exotic ingredients.

5. Cisterns

These tall stone structures are kept filled by the Watermen's Guild. The water is used for the horses pastured on the commons and as storage in case of siege or fouling of the river water.

6. Commons

This area, which takes up almost half of the town, is kept purposely clear as an emergency pasture for the farmers' cattle and sheep. Otherwise, the horses of the duke and the militia pasture here. The only buildings allowed in this area are the duke's castle, Lathander's temple, the town stables, and the cisterns.

By agreement with the duke, this is considered to be ducal property which he leases to the town.

7. Cromach's Smithy

Cromach is a human blacksmith who specializes in household and animal care equipment. He is not the weaponsmith Derval is and knows it, and he does not try to compete. He has a very nice trade in useful items and is very comfortable with his work.

Cromach is something of an artist. His pots and other ironwork are treasured for their fine beauty as much as for their utility.

8. Delfen's Tower

When the mage, Delfen, came to Daggerford, the northwall tower was under construction. He paid the town a goodly sum to take over the tower in exchange for swearing to keep the town safe from its vantage point on the hillside. This he has done to the best of anyone's reckoning.

The tower's arrow ports are smaller than usual, since all they are needed for is room to let a magic user see a target for a spell. The windows facing in are much larger, allowing Delfen to look out over the town if he desires.



Like all the other towers, this one is three stories tall. The top story is Delfen's living quarters. The second story is where he teaches his apprentices and where they sleep if they are staying with him. The first story contains a stable for his riding mule and is also used for general storage.

9. Derval's Smith

Derval Iron eater is a dwarf who has the largest smithy in Daggerford. The back area is full of construction tools created for the building projects he and his family have worked on over the years.

Derval leaves most of the construction business to his family. He is primarily interested in war gear. He makes the finest swords, axes, and spear blades from Waterdeep to Baldur's Gate, or so he says. His work is popular, even though his prices are high compared to the other weaponsmith in town.

10. Ducal Castle

The castle was based on the first building in Daggerford, but it has changed a lot since the old days. For a while, it was the only building, a simple wooden structure surrounded by a palisade fence. After it was burned down in an orc raid from the High Moor, the duke rebuilt in stone. He created a three-story stone keep on the hillside and surrounded it with a two-story stone wall. After the orc raiders were hunted down and destroyed, the people of the castle began building outside the walls of the castle, eventually creating the town as it stands today.

The ducal gate leads to the city and is always open. Inside the courtyard are the duke's private parade grounds, his own blacksmith shop, and stables for his animals. The larder is well-stocked with preserved food, enough for a year's siege.

About 50 people live in the castle, and there is enough room for 100 more. Most of the duke's men at arms live in town, but his select guard lives in the keep.

For a duke, Pwyll and his forebears keep a very small household. But then, there aren't any comparable nobility within 100 miles in any direction.

11. Farmers' Gate

This is the most used gate in Daggerford, as it is the closest to the fields outside of town. This gate is usually open, even at night, unless times are troublesome. The gate is built into a broad tower and has just enough room for one farm cart to enter at a time. The gate is about 10 feet tall.

12. Farmers' Quarter

This is the section of town mostly occupied by the farmers who till the soil to the north of town. Some of them have small herds of cattle and sheep, while others have chickens in the back yard. This area is noisy and has a definite odor.

13. Farrel's Fine Jewels and Apparel

Farrel's is a large store, actually a branch of one of the Waterdeep trading companies. It acts as a middleman for interesting jewelry pieces coming through town, including magical ones (which are always sold for double the price given in the *Dungeon Masters Guide*).

Farrel's sells cloth, usually imported fabrics from distant regions. If you want cotton, silk, or rare furs, you go to Farrel's and pay high prices.

14. Guildmasters' Hall

This imposing two-story structure is relatively new in town and contains the meeting halls for the guildmasters as well as offices for various Waterdeep companies who keep representatives in town to meet incoming caravans.

There was some dissatisfaction when the hall was built because several farmers' homes had to be torn down to accommodate it. The farmers were forced to move to the caravan quarter. Many of these farmers objected to having demi-humans for new neighbors.

15. Happy Cow Tavern

This pleasant tavern is the domain of Fulbar Hardcheese, an adventurer half-ling who retired to keep the tavern. Now

he disdains adventurers and soldiers and concentrates on a clientele of farmers and townsmen. Nothing in the decor or in the attitudes of the employees recalls Fulbar's adventuresome past.

16. Korbus's Jewels and Fine Ornaments

Korbus Brightjewel is a gnomish jeweler who could have a much higher class of customer in Waterdeep but prefers the small town life of Daggerford. Representatives of the great trading companies of Waterdeep visit Korbus frequently to buy anything new he has created.

His shop is a small one-story building. As gnomes prefer, the family quarters are in the basement. Korbus can be seen almost every day in the front part of his store, working on some piece of jewelry.

17. Lady Luck Tavern

This two-story structure was once a warehouse for a trading concern which was wiped out by an orc raid. Darryl Orcslayer, an adventurer who helped destroy the orcs, was given the warehouse as a reward by the survivors of the trading family.

Darryl died some years ago, but his son, Owenden, presides over the tavern and encourages the patronage of soldiers and adventurers. The walls are decorated with weapons, armor, and trophies various patrons have brought back from their battles.

One interesting feature is a large stone column set in the middle of the floor. On it are inscribed the unique symbols of patrons who have died in battle or disappeared on a quest. Any toast given in the tavern must include a libation to "those who have fallen before us."

Owenden is always eager to hear tales of adventuring and to repeat tales he has heard from others, but the only adventuring he has done has been with the militia. He did fight briefly during the Dragonspear Castle invasion and freely embroiders on his modest achievements if pressed to tell of his adventures.



18. Lathander's Temple

Lathander is the god worshipped by Duke Pwyll. His cylindrical temple is the largest in the town, the only one to share the hillside with the castle. Liam Sunmist leads worship of this bright god of new beginnings and lends magical aid to those in need. He is the only priest in town capable of casting a *raise dead* spell, and he can only do it once a day. He never charges for this favor, but he has his own ideas about who gets raised first. Not surprisingly, the ducal household tops the list.

19. The Marketplace

This large empty area is the site of the market which takes place every fiveday and tenday of each ride. Farmers and small merchants bring their goods to the market and sell them from temporary booths.

Recently, the booths have become more permanent, thanks to the installation of the drill field near the southern wall. Before, the militia trained in the marketplace and the booths had to be taken down at the end of each tradeday, but now the booths can remain. Many would now take a full day to dismantle.

20. Money Quarter

This is where the wealthy people of the town live. It is a district of larger houses that have little parks surrounding them. The larger merchants who don't live over their places of business live here, as do a couple of rich former adventurers. Some minor nobility with holdings in the area also have small townhouses here.

21. Named Streets

While the town has many anonymous alleyways, certain streets are broader and distinctive. These have names known by everyone, though none have been formally named.

21a. Farmer's Road leads from the farmers' gate to Duke's Way.

21b. Market Way leads from Farmers' Road to the marketplace.

21c. Duke's Way leads from the carriage

gate to the front gate of the duke's castle.

21d. Tanner's Way is actually a street of leatherworkers and other small clothing manufacturers and sellers. The actual tannery is operated communally by all the tanners and kept outside the wall and downstream from the town so that it doesn't pollute the town's drinking water.

21e. Wall Street circles the town next to the palisaded wall and gives easy access to the wall for soldiers.

21f. Hill Road runs along the hillside that separates the castle from most of the rest of the town.

21g. River Road runs through the riverman's quarter and is noted for its fishseller stalls and minor merchants who sometimes have unusual finds collected from the river.

21h. Horse Way leads from the town's stables to the drill field.

22. River Gate

This gives access to the river and is usually closed, especially during flood time. Like the farmers' gate, there is a tower built around it. It is mainly used by water carriers who need to fetch river water for the town. What few wells there are in the town are normally kept untapped in case of siege.

23. Rivermen's Quarter

This section of town is primarily occupied by the people who make their living from the river. This includes fishermen and some small merchants who make regular runs up the river to Secomber and back. While most traffic abandons the river to take the Trade Way at Daggerford, some traders continue down the river to sell their goods at other hamlets and holdings.

24. River Shining Tavern

This is the main entertainment center for the nobility of the surrounding lands and the major notables of Daggerford. The duke and his sister have been known to eat here, and the main hall of the tavern

doubles as the meeting room for the Council of Guilds.

The Delimbiyr family took their name from the river and named the tavern after it, too. The River Shining Tavern is the longest established tavern still operating in Daggerford and claims to date from the town's founding. Certainly, the wooden building's architectural style matches that of the oldest buildings in town.

The first Delimbiyr was a half-elf known as Kelven. He married a human woman and their children were human, as is the norm in the Forgotten Realms. Still, the family treasures its elven heritage and uses a forest motif throughout the tavern.

Only the most successful adventurers with much gold to spend are welcomed at the River Shining Tavern, though no one is turned away as long as they have the money for their drinks and meals. Meals start at 1 gp, though some cost as much as 5 gp. The guest rooms in this two-story structure are generally available only to the most noble and influential patrons. The normal price for a room is 2 gp per day.

25. Stables

This is a general livery stable available to the entire town. Militia horses and the water carriers' horses are kept here, along with personal horses belonging to the adventurers and people living in the money quarter.

26. Shrine of Tempus

Baergon Bluesword came to town with the Waterdeep troops fighting the Dragonspear invasion. He found many fighters ripe for worship of Tempus and established a shrine near the farmers' gate. With the construction of the new barracks, he has moved his establishment next to that building. Most of the Waterdeep troops are his parishioners, as are a number of men at arms, a few militia, and some adventurers. Many of these people worship at the shrines of both Tymora and Tempus.

The shrine is a ramshackle wooden



building decorated with recent trophies donated by parishioners from the Dragonspear invasion and other campaigns.

27. Towers

The towers of Daggerford are all of stone and firmly set in the local bedrock. They are all about 30 feet tall. The wall towers are split up into three stories plus the roof on which watchers keep their lookout. Most of the area in the tower is used for storage of war gear. Off duty militiamen often rest in the towers.

28. Shrine of Tymora

This shrine has moved from place to place since Tymora was first worshipped in Daggerford. Tymora has always been the second choice god of the ducal family, but its priests have never been powerful. Currently, the shrine is a fairly neat wooden building next to the drill field where militia and men at arms can go to worship their favorite deity, and perhaps get into a dice game with the priest, Bando.

29. Wall

The wall around Daggerford is mostly an 8-foot tall earthfill mound topped with a 10-foot wooden palisade. One of the militia's various jobs is checking the palisade logs for signs of decay and arranging for repair.

30. Water Carriers

This establishment is the home of the Watermen's Guild who are responsible for providing most of the water used in the town. While there are several wells in Daggerford, most are capped so as not to be exhausted in case of siege. The carts of the water carriers go several hundred yards upstream of the town to get the purest possible water for their customers. Everyone in the town pays a tax to support the guild.

The Watermen's Guild is responsible for most other water-related activities in the town, including suppressing fires and making sure the drainage ways are working so any excess water flows back into the river.

Water carriers can be identified by their distinctive blue caps and blue carts.

31. Wayfel's Smithy

Wayfel moved into Daggerford a few years ago and set himself up to compete with both Derval and Cromach. His work is about 20% cheaper than theirs, but it also has a 20% chance of breaking under hard use.

Wayfel does not compete with Derval in the construction business after his river gate tower fell down following a flood. It had not been anchored in bedrock.

"As shaky as Wayfel's best" is a common phrase in Daggerford, but people still go to him for items that will not get hard wear or when they just can't afford the competing prices of Derval and Cromach. Wayfel is always complaining about the unfair competition, but no one takes him seriously.

Gossip and Rumors

Like all towns, there are many rumors that make the rounds of Daggerford. And like all rumors, they are true and false to varying degrees. Likewise, Daggerford residents accept a certain number of rumors as common knowledge, and these rumors are considered to be true whether they actually are or not.

Following is a list of some of Daggerford's most frequently heard rumors and gossip. Some items are true, as can be substantiated in other parts of this book; these items are marked with a (T). Other items may or may not be true, and it is up to the Dungeon Master to decide which ones are factual; these items are marked with a (0). The Dungeon Master is free to add his own rumors to the list.

The PCs may learn of these rumors through discussions with NPCs or may overhear them in a tavern; exactly when and where they are heard (if at all) is up to the DM.

1. Both Duke Pwyll and Lady Bronwyn would rather be adventuring than ruling. (T)

2. Lady Bronwyn is an accomplished magic-user who has rejected a number of

suitors already. (0)

3. No one knows for sure who Lord Llewellyn's parents were, though he was raised to nobility by Duke Conan. Some say he was the duke's child. (T)

4. Gwydion the wizard spends most of his time cooped up in the castle library. He barely associates with anyone these days. (0)

5. Fulbar Hardcheese has thousands of gp from his days as an adventurer. He keeps them in a secret cache in his tavern.

(0)

6. Derval Ironeater and his family came to town about 100 years ago. No one knows where they came from, but they brought a lot of coins from the old Fallen Kingdom with them to buy equipment. (T)

7. Baron Cromm Redhand has been hunting dinosaurs (and maybe lizard men) in the Lizard Marsh. (0)

8. Elorfindar Flosin has had four full elf children and several half-elf children. He is still alive, but rarely leaves his estates to the north of Daggerford. His children teach magic to the local elves. (T)

9. Elorfindar Flosin's son, Filvendor, the father of both Kelson Darkreader and Filarion Filvenderson, is a magician/fighter/thief who disappeared into the east some 20 years ago. (T)

10. The Delimbyr family originally got their fortune from thievery. You can tell just by looking at their prices now. (0)

11. There is a lizard man witch doctor in the Lizard Marsh who is attempting to unify the lizard men. His name is Red-eye, and he's trying to buy metal weapons from the town armory. (0)

12. Dragonspear Castle was the source of a recent invasion from the Lower Planes. There is still a way to get to other planes somewhere in the depths of the castle. (T)

13. Dragonspear Castle was built over an ancient site of evil influences. (T)

14. The Laughing Hollow has many Wild Elves and other creatures such as pixies, centaurs, satyrs, and others. (T)

15. One of the hills surrounding the Laughing Hollow is Illefarn. This is where the dwarves created wonders during the days of the Fallen Kingdom. (T)



Surrounding Regions

Dragonspear Castle

To the east of the Trade Way between The Way Inn and the Winding Water over 200 miles from Daggerford, there is a trio of low hillocks bearing the sprawling, desolate ruins of Dragonspear Castle.

This is an evil place. Only very experienced adventurers can expect to enter and survive. Originally the home of Daeros Dragonspear, a famous adventurer, the castle fell on hard times after his death 60 years ago. Recently, an evil agent allied with the goblinkind of the High Moors opened a *gate* to the Nine Hells within the castle. Outbreaks of creatures leaving Dragonspear precipitated a war between the evil forces and the trading cities, led by Waterdeep. The creatures were soon beaten back to the castle, but the siege of the castle itself lasted two years and took the lives of many brave men, including Pryden, the former duke of Daggerford.

The war did not reach Daggerford, but the region is still plagued by evil creatures. Most parties traveling between The Way Inn and Boareskyr Bridge do so in large, well-armed caravans.

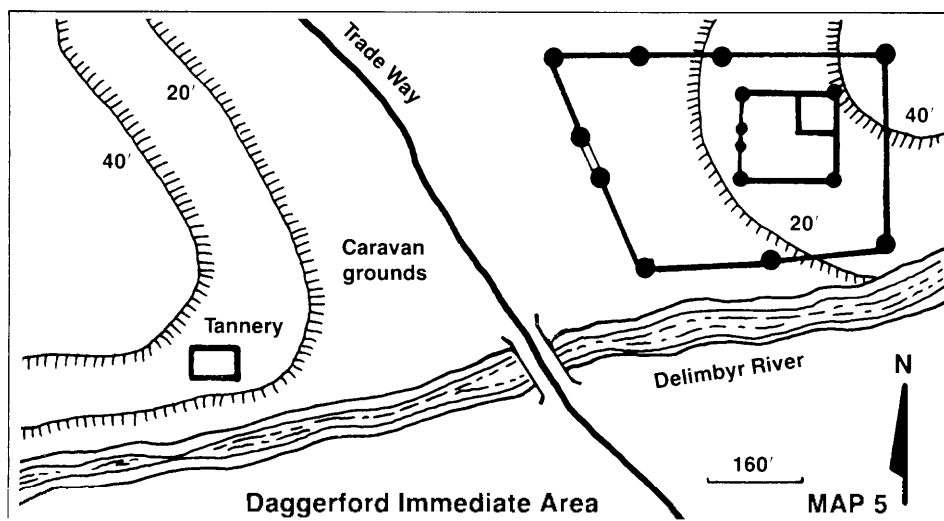
There is a small shrine to Tempus set up by priests within the ruined walls, but rumors persist of excavations that pre-date Daeros. A *gate* that is still operational is also rumored to exist.

The High Moor

This is a gorge-scarred plateau rising from the road, enshrouded in mist. This is a home for trolls, bugbears, and goblinoid tribes. Its soil is too thin for farming, and its stone, mostly granite, is of too poor quality for mining. It is sparsely settled by human barbarian tribes. These tribes raise goats and sheep on the moors, guard caravans coming from the east, and fight constantly with the various goblinoid tribes.

The Laughing Hollow

This area lies up the Shining River from Daggerford and is known as an area where fey beings reside. Wild Elves have



been reported there, as have pixies and other fairy creatures.

The area was once a quarry worked by the dwarves of the Fallen Kingdom and is rumored to contain a passageway into the dwarves' old home. It is reputed to be full of treasure, but no one has found the entrance and lived to tell about it.

Some travelers report having seen and even spoken with a "King of the Woods," the chieftain of the Wild Elves in the area. To travelers simply wishing to pass through, he is said to be gruff and impatient at his worst. He has no time for treasure hunters.

Lizard Marsh

This tangled mess is the home of several otherwise rare creatures. The most significant of them are the lizard men whose ancestors are said to have ambushed the boy whose actions gave Daggerford its name. There are also known to be a number of dinosaurs in the lizard marsh, including some nasty carnivores.

The proximity of the lizard men to humans has increased their level of civilization to the point of using shields, warclubs, darts, and javelins. It is rumored that some of the lizard men have been equipped with metal weapons by various evil influences at work in this corner of the world. However, these weapons tend to rust in the swamp because the lizard

men are unable to take care of them properly, so they are rarely any more potent than a club in a lizard man's hands.

Some of the lizard men are organized around a leader known to humans as Redeye. He is reputed to have magical powers and to have used them to rally about half the populace of the swamp around himself. The others feud with this megatribe and each other.

Redeye has actually contacted Daggerford merchants for the purpose of trading rare swamp bird feathers and certain delicacies for weapons and other aid, but the Council of Guilds is apprehensive about aiding an old foe.

The Misty Forest

This forest of pine and other evergreens covers the slopes of the western approaches to the High Moor. It gets its name because of the mists and fogs which creep down from the High Moor, making navigation difficult on even the best of days.

This forest is partially patrolled by the local rangers. Several druids have shrines here. There is also a small community of Wild Elves who work with the druids and have some druids of their own. These forces for general good can only cover a small fraction of the forest at any one time.

The barbarians of the High Moor come down into the forest for hunting and



wood gathering. The orcs of the High Moor use the protection of the forest for approaches to the Trade Way.

Secomber

This is a major village of about 200 inhabitants. About 600 other people live in surrounding dependent hamlets. Counting the surrounding farms, the population is about 50% human and 40% halfling. The rest of the population includes a few dwarves (relatives of Derval Iron eater), gnomes, and Moon Elves. Several rangers use Secomber as a base for their forays into the creature-infested areas to the east of town.

The town is very similar to Daggerford in general design and lifestyle, but it is farther away from the main trade routes and is less important commercially. It does not have any major resident nobility, though a few barons have holdings in the region.

Adventuring parties use Secomber as a source of everyday supplies for treasure hunting expeditions into the eastern wilderness.

Waterdeep

Waterdeep takes its name from the deep water sea port it borders. It has used this advantage to build a mercantile (as opposed to military) empire that reaches to the far corners of the Forgotten Realms. It is ruled by a secret but lawful order known as the Lords of Waterdeep. Their power is acknowledged by all, but their identities remain secret.

One exception to this policy of secrecy is Piergeiron ("The Paladinson"). Piergeiron is the warden of Waterdeep and is also commander of the watch.

The trade cities act as the main authority of the region. Waterdeep is the head. The Lords of Waterdeep maintain the roads for about 200 miles around the town and provide military force when it is absolutely necessary to safeguard the surrounding area. However, there is no actual central authority. The individual fiefdoms and chartered towns operate independently for all practical purposes, combining only when their combined

interests are felt to be at stake.

The cities of Waterdeep and Daggerford have a long and deep relationship. Daggerford can be said to be the farthest extension of the writ of the Lords of Waterdeep. What this means is that Daggerford can call on Waterdeep for aid in case of invasion. Similarly, Waterdeep can send for help from Daggerford in times of trouble. Considering the approximately 150 miles between Daggerford and Waterdeep, this pact has practical uses only in the case of invasions with much advance warning. So far, the only use of the treaty since it was signed after Daggerford got its charter was during the recent invasion from Dragonspear Castle.

Nevertheless, the Lords of Waterdeep see Daggerford as an essential stepping stone to the civilization of the interior of this part of the Forgotten Realms. They will take any reasonable actions to maintain a good relationship with Daggerford.

Waterdeep currently maintains a small mounted force of men at arms and archers in Daggerford. They are present as a show of strength and are available to help the duke to defend this valuable area if the need arises. The Waterdeep troops are quartered in town and often patrol the High Road north as far as Zundbridge and south as far as The Way Inn.

Several Waterdeep merchants maintain representation in Daggerford. These representatives keep an eye on incoming caravans. They have been known to strike pre-emptive deals with these caravans for special merchandise so that their rivals cannot bargain for the goods once they reach Waterdeep. Daggerford is becoming the first market of Waterdeep, and some merchants try to sell all of their goods at Daggerford, letting the Waterdeep representatives in Daggerford arrange for transportation back to Waterdeep while they go back for another load.

The duke of Daggerford is allied to Waterdeep by a separate and much older treaty. By the terms of this treaty, the duke is obligated to come to the aid of Waterdeep in times of invasion, the request for aid coming from the Lords of

Waterdeep. The duke, of course, can likewise call on Waterdeep for help in similar circumstances. During the last of the invasions from Dragonspear Castle, Waterdeep summoned Daggerford for help. The duke of Daggerford sent his men at arms to join the Waterdeep soldiers in fending off an assault of evil creatures from Dragonspear.

The Way Inn

The Way Inn is a small village of about 100 souls. Another 400 or so live in dependent hamlets nearby. The village is dominated by a large inn. Both the inn and the village share the same name.

The Way Inn is used as a base for adventurers and hunters. The village maintains a force of archers and spearmen armed with firepots. This force is sometimes called on to repel trolls and other wandering creatures.

The Way Inn was used as an operations base by forces from Waterdeep in its fight against Dragonspear Castle. However, Waterdeep has no permanent treaties with The Way Inn.

Both the town and the inn are run by a stout, middle-aged swashbuckler named Dauravyn Redbeard. His beard is now mostly gray.

Personalities of Daggerford



The following descriptions in game terms describe the major movers and shakers of the town of Daggerford and, in Sir Elorfindar's case, the surrounding regions.

Beginning characters might never meet most of these people, but a few are of immediate importance. How important they can be to the player characters is shown with each character's description. All stats and equipment are given as if the character were ready for battle. Many are rarely so accoutered.

Duke Pwyll Greatshout Daggerford (Pwill), about 25 years old, human male, AC -3 (0); MV 9"; 5th level Cavalier; hp 43; #AT 3/2 at +1; DMG 2d4+2; AL LG; THAC0 15; S 16, I 12, W 14, D 17, C 15, C 17; *plate mail* +2 & *shield, bastard sword* +1 *flame tongue*, (INT 15, EGO 11, *speaks lawful, common, elf dwarf, detects evil 1" radius, detects magic, clairvoyance*. Named LAWFLAME), *ring telekinesis* (6 uses), 3000 gp

Duke Pwyll came into his Dukedom very recently. His father, Duke Pryden, fell fighting the onslaught of the forces of Dragonspear Castle. As the oldest, and only, male heir to the name, Pwyll became Duke of Daggerford.

Pwyll had a short career as an adventurer, cut off when his older brother, Merovy, died adventuring along the Unicorn Run and Duke Pryden realized that his sole remaining heir needed training in how to be a land ruler. Pwyll chafed against this necessary restriction of his adventuring life, but saw the necessity and acceded to it.

Pwyll recently gained his nickname of Greatshout after swallowing an unknown potion he discovered in the sack of Dragonspear Castle. Apparently the liquid gave him the ability to shout as if he were using a fabled Horn of Blasting. His voice is considerably roughened from when he set out on that last campaign against evil, but no one has seen or heard him use the Great Shout since he came back from the wars. There are many stories of its use during the last weeks of the campaign, though.

The sword *Lawflame* is the traditional

sword of the dukes of Daggerford, dating back to the first Duke, who was given it by Sir Elorfindar Floslin.

Campaign Use. Duke Pwyll is the resident noble. Unless a character is of noble birth, he might never have met the Duke before the events of The Rescue Mission, but the duke is important in the town, and is known to all.

Lady Bronwyn Daggerford (BRAWN-win), about 28 years old, human female, AC 8; MV 12"; 5th level Magic-User; hp 15; AL CN; THAC0 18; #AT 1; D 3-6; S 10, I 17, W 11, D 13, C 15, Ch 14; *ring protection* +2, *wand of lightning bolts* (12 charges), *dagger* +2. Spells Known—First level: *charm person**, *detect magic*, *mending**, *protection from evil**, *read magic*, *sleep**, *write*. Second level: *continual light*, *detect evil*, *invisibility**, *knock*, *locate object*, *preserve*, *scare**. Third level: *infravision*, *phantasmal force**, *protection normal missiles*, *tongues*, *water breathing*.

*—Spells she is likely to have ready at a moment's notice

The Duke's lovely sister Bronwyn early developed a desire to rule her father's dukedom when he retired or died. However, the Duke was firmly tied to the principle of the oldest son gaining his title, leaving Bronwyn out in the cold.

So Bronwyn developed a friendship with the court wizard, Gwydion, and began studying under him. Now she is a proficient sorceress of her level and anxious to try her powers in a situation of true danger—in short, she wants to be an adventurer.

However, the Ducal advisers are not happy with the idea of either of the old Duke's remaining children risking their lives in random adventuring until one or the other produces an heir to the ducal coronet. Neither has done so at this time.

The dagger borne by Bronwyn is reputed to be the very one used by the first Daggerford against the lizard men. Whether it was enchanted to begin with, enchanted after the fact, or not the same dagger at all, is open to question.

Campaign Use. The Duke's sister, Bronwyn, might never be seen up close

by an adventurer. On the other hand, given the lady's itch for adventuring, player characters might find themselves part of a rescue party. Otherwise, she is a good, off-stage, focus for possible intrigue and even, dare we say it, romance.

Lord Sir Llewellyn Long-Hand (LEW-el-en), Duke's Master of Arms, 45 years old, human male, AC -5 (-1); MV 9"; 8th level Cavalier; hp 60; AL NG; THAC0 9; #AT 3/2; D 2d4+4; S 17/32, I 13, W10, D 18/22, C 16/76, Ch 14; *field plate* +2, *lance* +2, *broad sword* +3

Sir Llewellyn has been a retainer of the Dukes of Daggerford since the time of Duke Conan, who ruled before the unlucky Pryden.

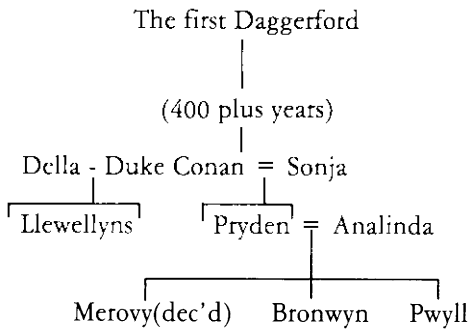
Duke Pryden made the faithful Llewellyn Master at Arms of the dukedom, an office he has dutifully fulfilled for 15 years. As such, he has both led the Duke's followers in the field, and defended the castle while the duke was away. He currently enjoys his high status as a Banneret by having earned it with repeated use of his knightly sword.

Sir Llewellyn was knighted at an early age by Duke Conan. No one but Llewellyn himself knows that he is also the illegitimate son of Duke Conan, though it is widely speculated on in the town. However, Llewellyn treasures a statement to that effect written by the old Duke himself. While Llewellyn has no wish to displace Pwyll and Bronwyn, he cheerfully agrees to any suggestion they make to go adventuring—ready to put forward his claim if they don't come back.

Campaign Use: Sir Llewellyn is one resident of the castle that anyone who wants to gain proficiency with the sword and riding is going to meet. How this meeting might eventually get the character embroiled with Llewellyn's yen for the Ducal chair is up to the Dungeon Master.



DAGGERFORD FAMILY TREE



Kelson Darktreader, Age 58, Master of the duke's Hunt, half-elf male, AC 1 (2); MV 12"; 7th level Ranger; hp 65; AL NG; THAC0 10; #AT 1; D 1d6+8; S 18/93, I 18, W 19, D 15, C 18, Ch 12; *elven chain* +3, *longbow* +1 with *arrows* +1 (10) and *arrows* +3 (3), *falchion* +2, *dagger* +3, *medallion of ESP* 30' range.

Kelson Darktreader is only beginning to get some silver hairs among the gold which have adorned his head since his youth. The Huntmaster is taciturn and close-spoken—never using two words where one will do.

Kelson's grandfather is Sir Elorfindar, and his father was Elorfindar's full-elf son. His mother was a human woodsman's daughter whom the son, Filvendor, met while hunting in the Misty Forests.

Kelson was raised by woodsmen and then Rangers. He became Master of the

Hunt to Duke Pryden, and has continued in that position with Pwyll. They say that no one in Daggerford knows the Misty Forest and High Moor better than Kelson.

Campaign Use: Anyone with a yen to learn the bow will meet Kelson Darktreader. He is also a good source of otherwise privileged information about the Misty Forest, Laughing Hollow, etc. that beginning characters might not have any other way to know.

Delfen Yellowknife, Age Unknown, human male, AC 4; MV 12"; 8th level Magic-user; hp 30; AL CN; THAC0 16; #AT 1; D 1d4+2; S 12, I 18, W 15, D 14, C 15, Ch 16, *dagger* +2, *staff of power* (21 charges), *ring of regeneration*, *ring of spell turning*, *wand of fear* (37 charges), *bracers* AC4.

Spells Known. First level: *alarm*, *armor*, *burning hands*, *charm person**, *comprehend languages*, *detect magic**, *feather fall*, *friends**, *hold portal*, *light*, *magic missile**, *protection from evil*, *read magic*, *shocking grasp*, *sleep**, *unseen servant*, *write*. Second level: *bind*, *continual light*, *deppockets*, *detect evil**, *detect invisibility*, *ESP**, *forget*, *invisibility*, *knock*, *know alignment*, *locate object*, *mirror image*, *pyrotechnics*, *scare**, *strength*, *vocalize*, *web*, *wizard lock*. Third level: *blink*, *haste**, *infravision*, *lightning bolt*, *monster summoning I*, *protection from evil 10' radius**, *protec-*

*tion from normal missiles**, *sepia snake sigil*, *slow*, *suggestions*, *tongues*, *wind wall*. Fourth level: *charm monster*, *dimension door*, *dispel illusion**, *fear*, *minor globe of invulnerability*, *polymorph self**, *remove curse*, *wall of fire*, *wizard eye*.

* - Spells likely to have at a moment's notice.

Delfen Yellowknife came to Daggerford from the East some ten years ago. Passing adventurers have identified him as having a good reputation as an adventurer in distant Iriaebor, but how he came to effectively retire in Daggerford is a question he has never felt the need to answer. His name of Yellowknife might come from the gold-trimmed magic dagger he bears—or it might not. No one actually knows his exact level. Most people, including his apprentices, think him of higher level than he is.

He is swarthier and shorter than the usual in the Daggerford area, but has an agreeable and easy manner. There is no sign of age in his features, but everyone knows that some magicians can control the aging process. Delfen never dwells on his past, but is always ready to help his new friends of Daggerford and has an excellent reputation in the town. He refuses to create and sell potions or enchanted items.

Delfen is always ready to teach, in as much as he can, and has three or four apprentices in constant attendance.



Campaign Use: Any new magic users, except as shown below, in the campaign are probably Delfen Yellowknife's apprentices. Any magic they know **MUST** be taken from Delfen's list as given. Delfen is a likeable sort, but not overly interested in sticking his neck out where it's not wanted. He is full of advice for player characters, but not much real help.

Gwydion pen Dafwyd (GWID-ee-on pen DAV-ud), Age 65, Wizard to the Duke of Daggerford, human male, AC 7; MV 12"; 11th level Magic User; hp 33; AL LN; THAC0 16; #AT 1; D 1d6+3; S 13, I 16, W 15, D 14, C 13, Ch 11, *crystal ball*, *cloak of protection* +3, *wand of fireballs* (14 charges), *quarterstaff* +3.

Spells Known. First level: *charm person*, *comprehend languages**, *detect magic*, *find familiar*, *mending*, *message**, *precipitation*, *protection from evil*, *read magic**, *sleep*, *write**. Second level: *continual light**, *detect evil**, *ESP invisibility*, *knock*, *locate object**, *magic mouth*, *preserve**, *scare*, *wizard lock*, *zephyr*. Third level: *clairaudience*, *clairvoyance**, *cloudburst*, *infravision**, *phantasmal force*, *protection from normal missiles*, *sepia snake sigil**, *suggestion*, *tongues**, *water breathing*. Fourth level: *fumble**, *hallucinatory terrain*, *ice storm*, *magic mirror*, *plant growth*, *polymorph other*, *remove curse*, *stoneskin**, *ultravision**, *wall of ice*. Fifth level: *conjure water elemental*, *dismissal**, *extension II**, *hold monster**, *sending*, *telekinesis*.

* - Spells likely to have ready at a moment's notice

Gwydion has been at the court of the Dukes of Daggerford since he was apprenticed to the previous court wizard, Mab, 55 years ago. He has been the official court wizard for 30 years, ever since Mab retired to a wizard's tower near The Way Inn.

Rumors are that Mab has since died, but no one has gone to the tower and knocked on the door to be sure. The tower was undisturbed during the incursion from Dragonspear Castle.

Gwydion is very aware of his status as court wizard and very class-conscious. He

has no time for anyone not of noble blood, even those of common blood who have earned the regard of the Duke. His immediate about-face if any of these heroes is ennobled is a regular source of amusement to ducal court regulars.

Duke Pwyll has had little to do with his court Wizard and is rather afraid of him. Lady Bronwyn, on the other hand, considers him a sort of useful uncle and is very close with her mentor. She acts as go-between for her brother to the wizard.

Gwydion prides himself on his grey hairs and scholarly appearance. He is a self-pronounced expert on the dukedom's history and the genealogy of the ducal family. He is, in fact, aware of Llewellyn's tenuous claim to the title, but keeps that knowledge to himself: perhaps thinking it a useful tidbit for some future machination.

Decisiveness is not Gwydion's dominant trait. He dithers over a decision for months before coming to an easily-swayed conclusion.

Campaign Use: Noble player character magic users, of course, should take their spell list from Gwydion, not Delfen. See below for the source of elven magic user spells. Aside from a source of spells, Gwydion can be a source of comic relief and a chance for some real role-playing as player characters attempt to revenge themselves for snubs given by the unctuous mage.

Sir Elorfindar Flosin of the House of Long Silences, Gold Elf male, AC -6 (-2); MV 12"; 7th level Fighter, 11th level Magic-User; hp 51; AL NG; THAC0 7; #AT 1; D 1d8+10; S 18/93, I 19, W 13, D 18, C 15, Ch 16, *Elven mail* +4 & *shield*, *longsword of dancing*, *longsword* +5 *defender*, named *ELFHOST* (INT 17, EGO 22, NG, *detect secret doors*, *detect gems*, *locate object* 12" radius, *heal* 1/day, *teleportation*, *special purpose - defeat elf enemies*, *speaks Elf*; Human, Orc, Pixie, *telepathy*), *longbow* +3, *arrows* +1 (10), *arrows* +3 (3), *arrows of slaying goblinoids* (2), *ring of protection* +2, *ring of blinking*, *luckstone*.

Spells Known. First level: *charm person*, *comprehend languages**, *detect magic**,

erase, *feather fall*, *friends**, *hold portal*, *identify*, *jump*, *light*, *magic missile*, *melt*, *mending*, *message*, *mount*, *precipitation*, *protection from evil**, *read magic*, *shield*, *shocking grasp*, *sleep*, *unseen servant*, *ventriloquism*, *wizard mark*, *write*. Second level: *audible glamer*, *continual light**, *deepockets*, *detect evil**, *detect invisibility**, *ESP flaming sphere*, *fools gold*, *forget*, *invisibility*, *irritation*, *knock*, *know alignment*, *levitate*, *locate object*, *magic mouth*, *mirror image*, *preserve*, *protection from can trips*, *pyrotechnics*, *ray of enfeeblement*, *rope trick*, *scare*, *shatter*, *stinking cloud*, *strength*, *vocalize*, *web**, *whip*, *wizard lock*, *zephyr*. Third level: *blink*, *clairaudience*, *clairvoyance**, *cloudburst*, *detect illusion**, *explosive runes*, *feign death*, *fireball*, *flame arrow**, *fly*, *gust of wind*, *haste**, *hold person*, *infravision*, *invisibility* 10' radius, *item*, *lightning bolt*, *material*, *monster summoning I*, *phantasmal force*, *protection from evil* 10' radius, *protection from normal missiles*, *secret page*, *sepia snake sigil*, *slow*, *suggestion*, *tongues*, *water breathing*, *wind wall*. Fourth level: *charm monster*, *confusion*, *dig*, *dimension door**, *dispel illusion*, *enchanted weapon*, *extension I*, *fear*, *fire charm*, *fire shield*, *fire trap*, *fumble*, *hallucinatory terrain*, *ice storm*, *magic mirror*, *minor globe of invulnerability*, *monster summoning II*, *plant growth*, *polymorph other**, *polymorph self*, *remove curse**, *shout*, *stoneskin*, *ultravision*, *wall of fire*, *wizard eye*. Fifth level: *airy water*, *animal growth*, *animate dead*, *avoidance*, *cloudkill*, *conjure fire elemental*, *cone of cold**, *contact other plane*, *dismissal*, *distance distortion*, *color*, *extension II*, *fabricate*, *feeblemind*, *hold monster*, *magic jar*, *monster summoning III*, *passwall*, *sending**, *stone shape*, *telekinesis**, *teleport*, *transmute rock to mud*, *wall of force*, *wall of iron*, *wall of stone*.

* = Spells likely to have in mind at any time.

In keeping with their usual preference for open spaces, there are no elves living in Daggerford. However, some do work as foresters and hunters in the surrounding territory. Mostly, they are Moon elves.



However, Sir Elorfindar Flosin is a Gold Elf with a friendly interest in humans who decided to stay when most of the Fallen Kingdom moved out a thousand years ago. His father had been one of the elves instrumental in inviting humans in to aid the Fallen Kingdom and Elorfindar feels a family responsibility to watch over the humans.

Sir Elorfindar's estate is between Waterdeep and Daggerford and he has served the humans of the Waterdeep area in his fashion for centuries. His Gold Elven wife stayed with him in his self-imposed exile and died two hundred years ago after presenting him with four children over six centuries. He has since taken three human wives from the nobility of Waterdeep and had several more children.

Since he took up residence among humans, Sir Elorfindar has employed several Moon Elves in his retinue who have both bred among themselves and with humans. Many of both Elorfindar's and his followers' children have stayed with the noble elf, but others have made their own way in the area as adventurers, soldiers, and even farmers and craftsmen.

Sir Elorfindar has also always been a good friend of his close neighbor, the Duke of Daggerford. He no longer teaches magic, but his three magic-using children do, as do their descendants and his other followers. His four children are Filvender Lightfoot, a magic-user/

fighter/thief, Shalendra Dare-all, a cavalier, Elorshin Hightthought, a cleric/magic-user in the service of Tyr, and Darfin Longwalker, a magic-user/fighter and Elorfindar's heir.

Campaign Use: As intimated above, Elf-in spell casters will probably have learned from one of Elorfindar's progeny, which means they are "limited" to Sir Elorfindar's list. This is not much of a limit, since Sir Elorfindar has access to virtually every spell in the *Players Handbook* and *Unearthed Arcana*. There are a couple of significant omissions, however.

Derval Iron eater, dwarf male, AC 0 (1); MV 9"; 6th level Fighter; hp 60; AL NN; THAC0 13; #AT 1; D 1d4+4; S 15, I 14, W 16, D 15, C 18, Ch 13) *plate mail +1 & shield, battle axe +3, hammer +3 - dwarven, ring of telekinesis* (1,000 gp maximum, 9 charges)

Derval Iron eater is a dwarven blacksmith who came to the town of Daggerford with his two brothers, Derwin and Korin, and their families about a century ago. He is highly regarded in Daggerford. They support a fairly large, for dwarves, extended family with their work. Various family members help out at the forge and hire out for construction work in the area. Korin disappeared with several family members about three years ago, and no one wants to discuss where he has gone.

Derval is known affectionately (though not to his face) as the "Short Mask" among the guildmasters of the Council.

Derval usually wears a pair of treads, a blacksmith's apron, and a pair of leather gloves, dressing up in robe and mask for Council meetings.

He is usually close-mouthed, but as he works at his forge, people have heard him say things like, "Perhaps not as good as they made under Illefarn, but good enough, good enough. . ." If he notices anyone is listening, he self-consciously shuts up.

Campaign Use: Derval is a source of equipment and occasional sage advice. His family becomes very important to the player characters during their adventures, as will be seen.

Korbus Brightjewel, gnome male, AC 5 (7); MV 9"; 16; hp 25; AL NN; THAC0 19; #AT 1; D 1-4; S 13, I 17, W 13, D 16, C 16, Ch 10, *ring of protection +3, wand of metal and mineral detection, robe of scintillating colors*.

Spells Known. First level: *audible glamer, chromatic orb, color spray*, dancing lights, darkness, hypnotism*, light*, phantasmal force, read illusionist magic**. Second level: *alter self detect magic*, fascinate*, improved phantasmal force*, invisibility magic mouth, misdirection, ventriloquism, whispering wind*. Third level: *continual darkness, dispel illusion, fear, non-detection, spectral force, suggestion**.

* = Spells likely to have in mind at any one time

Korbus Brightjewel is a gnomish jeweler who prefers the relative solitude of Daggerford to the hustle-bustle of Waterdeep, though the Lords of Waterdeep, and particularly their ladies, would love to have him in residence in their city. Representatives of the Lords come to Daggerford expressly to order special work from Korbus and his family.

Korbus is also appointed court jeweler to the Duke of Daggerford, an honor he did not seek but accepts as his due. There are those who say he uses magic to enhance his work, but the known final products do not react to a *detect magic* spell.

Korbus teaches illusion magic only to gnomes.

Campaign Use: Korbus is the obvious person to show bejeweled geegaws found along the trail, or wherever, for evaluation. With his expertise and *detect magic* ability, he can worm out the basic secrets from almost anything.

Fulbar Hardcheese, halfling male, AC 3 (7); MV 9"; T11; hp 57; AL CN; THAC0 13; S 13, I 13, W 9, D 18, C 18, Ch 15, *short sword +3 (named QUIETSTRIKE, INT 13, EGO 15, detect shifting walls & rooms, detect secret doors, AL N)*, *studded leather armor, ring of chameleon power, ring of feather falling*.

Fulbar Hardcheese is a halfling who



owns and manages the Happy Cow, one of the three taverns in the town. He also owns a dairy farm just outside of town which is run by his son, Dickon. The tavern features the dairy's cheese.

Fulbar is an ex-adventurer who settled down in Daggerford and set out to just be a happy farmer/taverner. The populace knows he has been an adventurer, but gets no details from him. He never talks about it, and actively discourages adventurers from using his tavern. He prefers the company of the region's other farmers and merchants. Apparently he is ashamed of his previous life as a thief.

Fulbar is depicted above as if on a thievery mission. His normal wear is treads, shirt, and taverner's apron. *Quietstrike* is kept on the wall in his private quarters. Some say that he teaches thievery skills to halflings, but no one has ever confirmed this.

Campaign Use: Fulbar may never be seen by the player characters, but they will know of him. It is possible that, at some point, player character adventurers might have use for Fulbar's tavern, talents, or sword. This can make for some good role-playing, as Fulbar has no wish to adventure again (unless, of course, they offer him three shares to their one. . .).

Bando the Lame, halfling male, AC 5 (7); MV 7"; 6th level Cleric; hp 35; AL NG; THAC0 17; S 14, I 11, W 18, D 17, C 16, Ch 12, *leather* +3 and shield, *elven boots*, *ring of invisibility*, *mace* +1, *sling bullets* +2 (5), *sling bullet of impact*.
Spells Carried. First level: *cure light wounds* (2), *bless*, *protection from evil*, *portent*. Second level: *aid*, *find traps*, *know alignment*, *silence 15' radius*, *slow poison*. Third level: *continual light*, *dispel magic*, *remove curse*.

Bando was a thief/ adventurer when his party went onto the high Moor in search of orcish treasure. All they found were trolls, who ate the entire party except for Bando. He was crippled by the experience and must now get about with a crutch.

Bando has never begrudged his lameness, considering the fate of his companions. Instead, this was a religious

experience for Bando, who has somewhat abandoned the thievery way for worship of Tymora, goddess of luck. Bando is now the custodian of the shrine of Tymora in Daggerford.

Campaign Use: Bando is the priest of the goddess most likely to be worshipped by adventurers. As such, he should get a lot of play in the campaign. Most cleric characters are probably his acolytes.

Maerovyna, Priestess of Chauntea, human female, AC 8; MV 12"; C8; hp 36; AL LG; THAC0 13; #AT 1; D d6+3; S 10, I 13, W 16, D 12, C 13, Ch 15, *staff of striking* (32 charges), *ring of spell storing* (3 spaces, 1 unused): *raise dead*, *dispel evil*.

Spells Carried. First level: *bless*, *cure light wounds* (2), *light*, *precipitation*. Second level: *augury aid*, *detect life*, *slow poison*, *speak with animals*. Third level: *cure disease*, *remove curse*, *create food and water*. Fourth level: *cure serious wounds*, *speak with plants*.

Maerovyna is a motherly woman of about 53 years who has led the local Chauntea worship for the last 22 years. Her magical items were bestowed on her by her superiors, and she has not had much use of them.

Campaign Use: Maerovyna is not meant to interact strongly with the player characters. She is a source of curative spells and knowledge about the earth and its processes, but mostly she is the figurehead that everyone looks up to but otherwise ignores.

Liam Sunmist, Priest of Lathander, human male, AC 3; MV 7"; C9; hp 53; AL LG; THAC0 14; #AT 1; D 1d6+3; S 12, I 12, W 15, D 11, C 15, Ch 16, *mace* +2, *scale mail* +2 & shield, *ring of mind shielding*.

Spells Known. First level: *bless*, *command*, *cure light wounds* (2), *detect evil*, *protection from evil*. Second level: *chant*, *enthrall*, *hold person* (2), *resist fire*. Third level: *Dispel magic*, *flame walk*, *remove curse*. Fourth level: *cure serious wounds*, *divination*. Fifth level: *raise dead*.

Liam has served Lathander for about 25

years. He took the name Sunmist when he reached priestly level, and most people call him by that name. As priest of the god of new beginnings, Liam is much loved throughout the town, and the temple of Lathander is well-attended, even by those who also worship Tymora, Tempus, or Chauntea.

Campaign Use: Liam becomes important if anyone is killed and must be Raised from the Dead. He has his own priority list, which puts the Ducal family at the top, and any member of nobility next. Then he must think in terms of who is most important to the village as a whole. His limited capacity with this spell can make for some serious problems within an adventuring band.

Baergon Bluesword, Priest of Tempus, half-elf male, AC 0 (3); MV 9"; F/C 5/5; hp 35; AL CN; #AT 1; D 2d4+2; THAC0 15; S 16, I 13, W 17, D 17, C 16, Ch 14, *broadsword* +1 (INT 12 EGO 2 AL N, *detect magic* 1" radius), *chain mail* +1 & shield, *ring of regeneration*, *medallion of ESP* 60' range.

Spells Carried. First level: *bless*, *cure light wounds* (2), *detect evil*, *remove fear*. Second level: *aid*, *detect charm*, *find traps*, *hold person*, *slow poison*. Third level: *continual light*, *remove paralysis*.

Baergon came to Daggerford recently, riding in with the Waterdeep fighters





during the Dragonspear incursion. He found Daggerford a place with many true worshippers of Tempus, though most of them didn't know it, so Baergon set out to enlighten them.

Baergon is not necessarily well-liked among the general populace, for he follows his patron god very seriously, and is continually trying to recruit young militiamen whose parents would rather they stuck with the soil and followed Chauntea's way, or at least worshipped Lady Tymora, a known entity.

Still, Baergon continues his missionary work and services the professional fighters of the town, many of whom are glad to have a god they understand to worship.

Campaign Use: Baergon is the second most likely priest to be the master of a new acolyte. People wanting him for a master will have their work cut out for them, as he is a capricious master with a true wish to die gloriously in battle.

Filarion Filvendorson, Adventurer, Elf Male, AC 0 (4); MV 9"; Th9; hp 41; AL CN; THAC0 14; S 12, C 15, D 18, I 11, W 8, Ch 16, *sword* +2, *elven mail* +1, *ring of shocking grasp*, *ring of chameleon power*; *skills* pick pockets 75%, open locks 57%, find/remove traps 60%, move silently 75%, hide in shadows 66%, hear noise 35%, climb walls 98%, read languages 45%

Like Kelson Darktreader, Filarion is a grandson of Sir Elorfindar and son of Filvendor. However, his mother is a Moon elf. This makes him and Kelson Darktreader half brothers, but, since each was raised by his mother, they are barely cordial to each other.

Filarion was trained as a thief somewhere to the east, but he has constrained his thieflly activities to adventuring, so he is actually regarded highly in Daggerford and looked up to by much of the populace. He teaches thieflly skills to some apprentices, though he claims to not teach Picking Pockets. There are some who doubt this. Certainly the number of picked pockets has increased in the last decade as he has concentrated on teaching rather than adventuring.

Campaign Use: Filarion is basically the thieves' guild in Daggerford. Any thief needing training to go up a level must come to Filarion, and he charges hard prices to get any better.

Sherlen Spearslayer, female human, Commander of the Daggerford militia, AC 0 (2); MV 9"; F7; hp 41; #AT 3/2; DMG 4-9; AL LN; THAC0 12; S 16, I 11, W 13, D 16, C 13, Ch 14, *chain mail* +2 & shield, *spear* +2, *ring of jumping*, *boots of levitation*.

Sherlen came to Daggerford a few years back with her husband, another adventurer. While she was having their child, he went off on another adventure, and hasn't returned yet. After her child was born, she joined the militia and quickly rose to command it.

Campaign Use: Sherlen is the person most of the characters will be interacting with as militia warriors. She is a stern taskmaster ("rare as a smile on Sherlen's face" is a common saying in Daggerford since the time her husband was supposed to return passed) but extremely fair and she takes delight in militia troops who do well. She's full of good advice, and has no inclination to adventure until she knows for sure what happened to her husband.

Other Uses for the Characters

One major use for these non-player characters is to serve as a rescue party if the player characters get into too much trouble. Duke Pwyll and Bronwyn would be happy to lead a rescue party, and Kelson, Baergon, Bando, and even Sherlen would be happy to tag along. Delfen might even come, if the money from the duke is good enough.

Once these non-player characters have been established in the campaign, they can provide some higher level fun for players who want to try out some of the higher level abilities.

Another use for them is a source of useful items. For instance, the player characters are going to be performing some missions for the duke. It would please the duke to no end to allow a fledgling magic user to borrow Gwydion's *cloak of protec-*



tion. Of course, Gwydion would lecture the user lengthily on its care, and exact a promise of three times its value if it is lost, stolen, or destroyed.

Bronwyn can also provide a source of adventure above and beyond her role in the Rescue Mission adventure. Player characters might sympathize with her plight as older sibling passed over for the heirship of the Duchy. If they and she can find a way to supplant Pwyll with his cooperation (which they might very well get), there is a whole extra adventure right there.



Nomenclature

Monsters and NPCs are described according to the usual AD&D® game usage. However, there are a couple of terms which might need clarification.

THAC0: This means "To Hit Armor Class 0 (zero)." This is the number that needs to be rolled on 1d20 for the monster or being to hit Armor Class 0. To see what number needs to be rolled to hit another Armor Class, subtract the target's Armor Class number from the THAC0 number. For example, if a creature with a THAC0 of 15 attacks a PC with an Armor Class of 4, the creature needs to roll an 11 (15-4) to hit. Using THAC0 numbers eliminates the need to check the combat matrices to tell whether an attack hits.

XP: This is the number of experience points each individual monster is worth if it is killed during the course of play.

Encounter Tables

The areas to the south and east of Daggerford are wilder than the relatively settled stretch to the north. Menaces are likely to leap at the unwary at any time, particularly during the night. The following *Daytime Encounter Table* and *Night-time Encounter Table* simulate these dangers. They are used for the *Caravan Duty*, *Rescue Mission*, and *Into Illefarn* adventures; *Lizard Raid* has its own table. Each adventure directs the DM when to use the tables, although they may be used more frequently at the DM's discretion to give PCs more opportunities to increase their experience.

Some of these encounters should only be used once and are so indicated. If the DM rolls one of them a second time, re-roll for another.

Daytime Encounter Table

Daytime encounters occur on a roll of 1 on 1d6. Roll 1d10 to determine the nature of the encounter. Statistics and details of each encounter follow.

Roll Encounter

- | | |
|---|------------|
| 1 | Ceratosaur |
| 2 | Bandits |

- | | |
|----|------------------|
| 3 | Wild Boars |
| 4 | Hermit |
| 5 | Hunters |
| 6 | Wild Cattle |
| 7 | Heads |
| 8 | Wolves |
| 9 | Orcs and Goblins |
| 10 | Manticores |

1. Ceratosaur (1-4): AC 5; Mv 15"; HD 8; hp 36; #AT 3; Dmg 1d6/1d6/4d4; THAC0 12; AL N; XP 1032.

Roll 1d6. On a roll of 1, the PCs see only dinosaur footprints leading into the brush and vanishing in the weeds. On a roll of 2-4, the dinosaurs eye the PCs, trying to decide if they look good enough to eat. Any show of force from the PCs will frighten the dinosaurs away. On a roll of 6-5, the dinosaurs attack and fight to the death.

2. Bandits (2-8): (see *Nighttime Encounter Table* for statistics).

These rough-looking men will not intentionally pick a fight with a militia company. Unless the PCs surprise them (1 on 1d6), the bandits will hide in the grass along the trail and stay there until the PCs have passed.

If the bandits are surprised, each PC may make an Ability check against his Intelligence to see if they can identify them as bandits. If they are not identified, the bandits quickly move on. If they are identified, the bandits flee into the countryside. The PCs have one round of missile fire at them before they disappear behind a hill or duck into a gully. If the PCs pursue them and corner them, the bandits will fight. All of the bandits are wanted and have nooses waiting for them. They see no reason to surrender. (This encounter occurs only once.)

3. Wild Boars (3): AC 7; MV 15"; HD 3+3; hp 15; #AT 1; Dmg 3-12; THAC0 16; AL N; XP 130.

Wild boars charge from the brush and attack the PCs for entering their territory. As long as the PCs remain in the immediate area, the boars continue their attack, but they will not pursue the PCs.

4. Hermit: The party is approached by an old man dressed in tattered but comfortable clothes. He pleasantly identifies

himself as Dwergrim. Dwergrim is a hermit who has spent his entire adult life in the wilderness. He comes out to the road occasionally to talk with wayfarers to hear about what is happening in the rest of the world.

Dwergrim chats with the PCs as long as they like. He is not hostile in any way and is much too feeble to defend himself. The only information of interest he can offer the PCs is that a lot of goblinkind are wandering around the Misty Forest. Travelers on the Trade Way or anyone going to Laughing Hollow should be careful, he warns.

Dwergrim refuses any invitations to join the party, preferring to remain in the wilderness.

5. Hunters (4): This party of hunters is crossing the road near the PCs. They are friendly but are in a hurry and only can be bothered to converse for a few moments. They are hunting game animals and are on the trail of wild boars. They sell the meat to The Way Inn at Secomber or to merchants at Daggerford, wherever the chase leads them.

Before they go, the hunters tell the PCs they ran into a mixed party of orcs and goblins last night. Although the hunters evaded them, the orcs and goblins might still be around.

6. Wild Cattle (9-20): AC 7; MV 15"; HD 4; hp 18; #AT 1; Dmg 1d8; THAC0 15; SA stampede; AL N; XP 132.

A herd of wild cattle graze in an open field. Wild cattle are common in these rolling planes, though they usually stay away from the Trade Way. They have no interest in the PCs.

The meat and hides of the wild cattle can be sold at either Daggerford or The Way Inn, but it will be next to impossible to pack that much meat and hide on the PCs' horses. It will also slow them down. It is also dangerous.

If the PCs approach the herd, there is a 75% chance they will run away. If pursued, the cattle attack, continuing until the PCs leave them alone. There is a 25% chance the cattle will stampede. If the cattle stampede and there is no cover for the PCs (such as trees or large rocks), each PC in the path of the stampede suffers



1d4 points of damage per creature trampling him.

7. Heads: The party finds a stack of orc and goblin heads piled near the side of the road. Some have arrows sticking in them. Any PC who succeeds in an Ability check against his Intelligence identifies the arrows as belonging to Wild Elves.

There is no other evidence of Wild Elves or orcs in the immediate area.

8. Wolves (2-8): AC 7; MV 18"; HD 2+2; hp 11; #AT 1; Dmg 1d4+1; THAC0 16; AL N; XP 68.

Winter is coming on the plains, and although snow hasn't fallen, game is getting harder to find. But even hungry wolves aren't dumb enough to attack a large party in the broad daylight.

The wolves particularly love horse-meat. If the PCs are traveling in single file, the wolves sneak up on the last horse in line and attack. If more than half of the wolves are killed, the others will flee.

If the PCs are traveling in a close group and no opportunity presents itself for an attack, the wolves remain hidden. Their howling has a 50% chance of causing the horses to panic.

9. Orcs (3) and Goblins (8): (see *Nighttime Encounter Table* for statistics).

This is the same group described in the *Nighttime Encounter Table*, but they have no interest in conflict with the party during the day. They are sleeping in the brush when they hear the approach of the PCs. They panic and scatter to the winds.

If the PCs choose to investigate, they will spot some of the orcs and goblins running away. The PCs are free to pursue and attack. Any goblins and orcs attacked by the party will fight to the death. Those who escape will recruit some friends and come back to get the PCs at night. (This encounter occurs only once.)

10. Manticores (1-4): AC 4; MV 12"/18"; HD 6+3; hp 30; #AT 3 or 6 tail spikes; Dmg 1-3/1-3/1-8 or 1-6 each; THAC0 13; SA tail spikes; AL LE; XP 765.

These creatures inhabit the High Moors. They occasionally come to hunt wild cattle or anything else that looks tasty. Figuring the PCs will make a good meal, the manticores swoop over the par-

ty, shooting spikes from the air (-1 to hit because of their movement). If they have hit at least one PC after two volleys, the manticores land to finish the job. If the volleys miss, the manticores fly away. If a flying manticore is injured for half its hit points, it can no longer fly and must crash, taking 2d6 points of damage.

Nighttime Encounter Table

Nighttime encounters occur on a roll of 1-2 on 1d6. Roll 1d10 to determine the nature of the encounter. Statistics and details of each encounter follow.

Roll Encounter

1	Ceratosaurus
2	Owlbears
3	Bugbears
4	Giant Snake
5	Bandits
6	Orcs and Goblins
7	Wolves
8	Strange Sounds
9	Werewolves
10	Nightmare

1. Ceratosaurus (1-4): (see *Daytime Encounter Table* for statistics).

The dinosaurs are more aggressive at night. They are drawn by the party's campfire or simply blunder by. They attack the horses first until they realize they are under attack from the PCs.

2. Owlbears (1-3): AC 5; MV 12"; HD 5+2; hp 25; #AT 3 and hug; Dmg 1-6/1-6/2-12 and 2-16; THAC0 15; AL N; 425.

These owlbears have wandered out of the Misty Forest and will first attack the horses, then the PCs. They are ferocious and fight to the death.

3. Bugbears (2-5): AC 5; MV 9"; HD 3+1; hp 15 (leader has 25 hp); #AT 1; Dmg 1-6 (javelin/spear) or 1-8 (battle-axe); THAC0 16; SA surprise on 1-3; AL CE; XP 145 (185 for leader).

These bugbears are remnants of a band who came out on the losing end of a three-sided territory fight with some orcs and elves in the Misty Forest. They want to kill something, and the PCs look like good targets. The bugbears will attempt to sneak up on the PCs and leap among the sleepers. If caught sneaking in, they

throw their spears and javelins and rush in with axes in hand.

The bugbears have 500 gp divided among them which they have taken from previous victims. The leader carries a *lens of ultravision*. (This encounter occurs only once.)

4. Giant Snake (Constrictor): AC 5; MV 9"; HD 6+1; hp 31; #AT 2; Dmg 1-4/2-8; THAC0 13; SA constriction; AL N; XP 598.

When the PCs retire for the night, this snake will slither down from the trees and crawl into the campsite, drawn by the fire or the smell of the horses. The snake isn't hungry, having recently eaten, but is merely curious. If allowed to move about unmolested, it will not disturb anything and will return to the brush when it has finished its exploration.

If the PCs attack, however, the snake fights back, attempting to grab a PC in its coils and constrict. It slithers back into the brush if it takes more than 10 points of damage.

5. Bandits (2-8): Jocko the Wily (leader): AC 5; MV 12"; F3; hp 15; #AT 1; Dmg 1-6 short bow or 1-8 (sword); THAC0 18; AL NE; XP 133. Equipment: *leather armor* +2 and shield, *arrows* +1 (3).

Other bandits: AC 7 (archers are AC 8); MV 12"; F1; hp 5 each; #AT 1; Dmg 1-6 (short bow) or 1-8 (broad sword); THAC0 20; AL NE; XP 36.

Light horses: AC 7; MV 24"; HD 2; hp 15; #AT 0; AL N; XP 50.

These are the same bandits found on the *Daytime Encounter Table*, but they are a lot braver at night. They want to seize the party's horses, sweep up any loot lying around, and get out quickly.

While half of the bandit group sneaks up on the PCs' horses, the other half covers them with short bows at medium range. The bandit archers shoot fire arrows at one of the surrounding trees until it catches fire (20% chance per shot). With the fiery tree illuminating the fight, the archers concentrate on any PC targets they can see. The bandits have no real desire to engage in combat with the PCs. If the bandits' plan isn't working, they'll flee into the woods.



The bandits all wear leather armor. Each of the followers carries 25 gp. Jocko the Wily has 300 gp. Jocko also has a special pouch concealed under his belt containing a jade necklace worth 3,000 gp, a silver ring worth 4,000 gp, and two matched golden brooches worth 500 gp each. There is a 500 gp reward for Jocko's head in Daggerford. (This encounter occurs only once.)

6. Orcs (3): AC 6; MV 9"; HD 1; hp 5; #AT 1; Dmg 1-6 (javelin) or 1-8 (scimitar); THAC0 19; AL LE; XP 15.

Goblins (8): AC 6; MV 6"; HD 1-1; hp 4; #AT 1; Dmg 1-3 (dart) or 1-6 (spears); THAC0 20; AL LE; XP 14.

This group of troublemakers is made up of eight goblins led by three orcs. They scour the countryside looking for looting opportunities.

The goblins lead the attack. Each goblin is armed with two darts. From about 40 feet away, a team of two goblins throw their darts at the camp guards. All other goblins will throw their darts randomly into the camp; a roll of 20 on 1d20 indicates that a randomly determined PC has been hit.

When the goblins have thrown all of their darts, they charge the camp with their spears. Three rounds after the goblins attack, the orcs attack from the other side of the camp. The orcs first use their javelins to take out any revealed magic-users and any PCs using missile weapons. The orcs then switch to their scimitars and charge. If more than half of the orcs and goblins are killed, they call off the raid and attempt to retreat.

Each orc carries 15 gp. One of the orcs carries a leather pouch containing five chunks of onyx worth 50 gp each.

7. Wolves (4-16): (see *Daytime Encounter Table* for statistics).

The hungry wolves are braver at night, and their hunger for horsemeat makes them especially vicious. While two of them attack a horse, the rest hold off the PCs. If more than two of the wolves are killed before they manage to kill a horse, the remaining wolves will run away. However, if the wolves kill a horse first, they go into a killing frenzy and fight to the death. If the wolves are allowed to eat

their fill (one horse per four wolves), the wolves leave the PCs alone, retreating into the woods after with their feast.

8. Strange Sounds: In the middle of the night, the PCs hear a strange rustling in the bushes nearby. If they investigate, the PCs discover a mound of orc and goblin bodies. Any PC who succeeds in an Ability Check against his Intelligence identifies the arrows piercing some of the bodies as belonging to Wild Elves.

PCs who are quick to act may catch a glimpse of the Wild Elves, but owing to their ability to blend into the vegetation, this is extremely unlikely. See the *Rescue Mission* adventure for Wild Elf statistics.

9. Werewolves (1-4): AC 5; MV 15"; HD 4+3; hp 21; #AT 1; Dmg 2-8; THAC0 15; SA surprise on 1-3; SD must be hit by silver or magical weapons; AL CE; XP 310.

These creatures have come from the Misty Forest where they usually hunt. To convince the party that they are real wolves, the werewolves crawl into the campsite, collapse, and play dead. If a PC approaches to investigate, the werewolves leap up and attack from close range. If the PCs hesitate and aren't lured close, the werewolves spring to life and attack the closest PCs. The werewolves are hungry but not foolish; as soon as one of the werewolves is killed, the rest run away.

Werewolves can only be attacked with silver or magical weapons. If the PCs don't have either of these, have mercy on them and roll for a different encounter.

If a PC is bitten by a werewolf and takes damage in excess of half his hit points but is not killed, he is infected with the disease of lycanthropy. During the hours of darkness, he gains the ability to change into a wolf. During periods of a full moon, there is a 90% chance he will be compelled to change. Lycanthropy has a 25% chance of being cured if the afflicted person eats belladonna within one hour (although there is a 1% chance the treatment will kill him). Otherwise, lycanthropy can be cured with a *cure disease* spell cast by a 12th level or higher cleric within three days.

10. Nightmare: AC -4; MV 15"/35"; HD 6+6; hp 35; #AT 3; Dmg 2-8/4-10/

4-10; THAC0 13; SD breathes choking smoke (opponent must make saving throw vs. poison or -2 to hit), becomes ethereal; AL NE; XP 880.

This demonsteed is a survivor of the invasion from Dragonspear Castle. Its rider did not survive, but it did. It is motivated by hatred to destroy all living things.

The nightmare trots up to the campsite looking like a lost horse. It appears to be perfectly harmless, although its glaring red eyes and orange nostrils may arouse suspicion in observant PCs. As soon as any PC tries to capture it, the nightmare attacks. It first attacks with its breath weapon, then with its fangs and hooves. After two rounds, the nightmare takes to the air, circles the campsite, then repeats its attack. If the nightmare is reduced to 10 or fewer hit points, it becomes ethereal and flies away. (This encounter occurs only once.)

Using the Adventures

The following three adventures may be run in any order you choose. If you can't decide where to begin, try starting with *Lizard Raid*. It doesn't require too much decision-making, and novices will appreciate the numerous opportunities for action.

Regardless of which adventure you use as a starting point, be sure you run all three of them before attempting the final adventure. Not only do the first three adventures provide background information that will be helpful in tackling *Under Illefarn*, they will give the PCs enough experience to bring up their character levels. If the PCs are having a rough time, you might want to modify *Lizard Raid* or *Caravan Duty* and try them again. When the party consists of 3rd level characters (2nd level for the split classes), they're ready for *Under Illefarn*.

In each adventure, the boxed information may be read directly to the players. Unboxed information is for the DM.



Call to Action

You are on militia duty, guarding the wall on a beautiful morning in Daggerford. The serenity of the day is interrupted by a rider rapidly approaching from the west. As he nears the wall, he falls off his horse, extending an arm in your direction as if pleading for help.

Your commander quickly rushes to the man's side. "Lizard men . . ." he gasps. "Lizard men raided Baron Cromm's holding . . . need help . . . please . . ." He collapses into unconsciousness.

The commander wastes no time in sizing up the situation. Baron Cromm is a friend of Daggerford. The Daggerford militia is the nearest help. The commander orders the PCs to investigate the baron's holding and find out what happened to the baron.

Cromm's holding is about 15 miles away (see **Map 2**), about two hours of steady riding. The commander provides the PCs with fresh horses and sends them on their way.

Fiery Aftermath

As you ride over a hill, you see a pillar of smoke rising from the tower of Cromm's holding. As you watch, a stone wall falls in, the wooden supports eaten away by fire. A few reptilian bodies lie in the dirt. They appear to have been slain as they ran away.

The holding was raided by lizard men who somehow made their way over the wall and killed most of the 20-odd people in the hold. A few of the lizard men were killed as they tried to escape. They still clutch some of their loot, mostly cheap household items.

As the PCs approach the holding, point out to them that the dead lizard men are wearing ornamental belts and baldrics laced with blue feathers. When they enter the courtyard, read them the following:

In the courtyard, the heat from the fire is intense, but dying. Members of the household and some of the serfs, mostly women, are mourning their dead.

Suddenly, an ash-stained woman accompanied by a forlorn attendant rush towards you. The woman throws herself at one of your horses. "You must help him. You must!" she sobs. "He's gone after the rest of them, into the swamp!"

The hysterical woman's attendant fills them in. The woman is Piann, the baron's wife. The baron and his men had been out hunting when they returned to find the lizard men completing their raid. The baron slaughtered the looters to a lizard and then, seeing that his only son was one of the victims, swore bloody vengeance against the marauders and left in hot pursuit in the direction of the Lizard Marsh.

If the PCs are reluctant to chase after the baron into the swamp, point out to them that the continued survival of humans in the area depends on marauders knowing their hostile actions will bring swift retribution. Also remind the PCs that their commander has ordered a complete investigation.

Into the Marsh

Since the baron was not trying to conceal his passage, the PCs have little trouble finding and following the trail. If any PC wonders why the lizard men took a land trail, have him make an Ability Check against his Intelligence. If he succeeds, tell him the lizard men wouldn't want to risk losing their loot in the swamp.

Entering the marsh is like entering another world. It is thick with lush vegetation. Reeds grow as high as a man on horseback, making long distance viewing impossible. The flat terrain is occasionally broken by a hillock which rises above the reeds.

Marsh Encounter Table

The following table lists a few of the many dangers the PCs may encounter in the marsh. Statistics and details of each encounter follow.

When the PCs first enter the swamp, roll 1d6. A result of 1 indicates an encounter. Roll 1d6 again and check the table.

Roll Encounter

1	Wounded Ceratosaur
2	Pteranodon
3	Quicksand
4	Giant Toad
5	Giant Lizard
6	Giant Centipede

1. Wounded Ceratosaur: AC 5; MV 15"; HD 8 (effectively 5, due to wounds); hp 15 (normally 40; #AT 2, normally 3, but one paw is hurt); 0 1-6/4-16; THAC0 15; AL N; XP 165.

The baron and his men had a run-in with several of these dinosaurs and came out on the short end. However, he killed one and his men wounded another. The wounded ceratosaur is in a killing rage and attacks anything that looks like the people who hurt him.

2. Pteranodon: AC 7; MV 3"/15"; HD 3+3; hp 17; #AT 1; Dmg 2-8; THAC0 16; AL N; XP 128.

This hungry pteranodon swoops out of a tree and attempts to spear one of the riders and carry him away. If it loses more than 5 hit points, it flies away to search for easier prey.

3. Quicksand: One of the horses wanders into some quicksand and begins to sink, taking the rider with it.

The horse will sink in 2d6 rounds unless the PCs do something, but saving it isn't hard. Any two PCs with a Strength of 10 or higher can pull it out. (Rescuing a horse is worth 35 experience points.)

4. Giant Toad: AC 6; MV 6"+6" hop; HD 2+4; hp 13; #AT 1; Dmg 2-8; THAC0 16; AL N; XP 74.

The toad leaps from a clump of bushes over the heads of the PCs on the trail, intending to land on the opposite side. In mid-leap, it attacks a PC. If the PC is killed in a single attack, the toad drags the body into the brush and vanishes for-



ever into the swamp. If the PC is not killed, the toad gives up and hops away.

5. Giant Lizard: AC 5; MV 15"; HD 3+1; hp 16; #AT 1; Dmg 1-8 (2-16 if swallows); THAC0 16; AL N; XP 149.

This creature comes out of the mud right next to the party and tries to swallow a horse and rider, which it can do on a roll of 20. The lizard reacts so slowly that it watches the entire party march by before attacking the last PC in line.

6. Giant Centipede: AC9; MV 15"; HD 1/4; hp 2; #AT; THAC0 20; AL N; XP 32.

A giant black centipede drops out of a tree on the neck of a randomly chosen PC. The centipede's bite does no damage, but a bitten PC who fails his saving throw vs. poison is unconscious for 1d4 hours.

Massacre

After about half an hour in the swamp, carrion birds rise from the trail, frightened by your approach. Pushing through some tall weeds, you come upon the remains of a fight. Dead men and horses are sinking into the mud on both sides of the path. Across the path is the dead body of an immense ceratosaur. The livery of one of the dead men identifies this as the baron's party.

This is where the baron and his men were attacked by ceratosaurs. If the PCs look over the bodies, they will find the baron, thoroughly dead and partially consumed. The baron's signet ring, reputed to be magical, is missing. His armored gauntlets are also missing. Several of the men are missing weapons.

After the slaughter, several lizard men came back to loot the bodies. If the PCs continue to look around, they spot the tracks of the ceratosaurs and also of the lizard men leading into the swamp.

While the PCs are searching the area, roll 1d6 for an encounter on the *Marsh Encounter Table*. A roll of 4-6 means there is an encounter.

Trail of the Raiders

Pick two unused encounters from the *Marsh Encounter Table*, then read the following:

You are on a path which follows the edge of a large hillock to your left. To your right is water as far as the eye can see, and it looks deep. You have noticed some small movement in the brush uphill of you. Suddenly, you are looking at a band of hidden lizard men who are looking back at you. They are heavily armed, and wear baldrics of red-brown pelts.

The largest lizard man is Redeye, a lizard man shaman. The rest are his followers. As should be obvious from their baldrics, these are not the same lizard men who raided Cromm's holding. (The raiders wore blue feathers.) Redeye's scouts reported to him that humans were in the swamp, and Redeye wants to know what is going on.

Redeye, lizard man, 7th level cleric: AC 3; MV 6"/12"; hp 50; #AT 1; Dmg 1-8; THAC0 16; S 15, I 13, W 16, D 15, C 14, Ch 18; AL N. Equipment: *mace +1*, shield, javelin. Spells:

1st level: *cure light wounds, protection from evil, resist fear*

2nd level: *augury, chant, snake charm*

3rd level: *dispel magic, remove curse*

4th level: *tongues*

Lizard men (16): AC 4; MV 6"/12"; HD 2+1; hp 11 each; #AT 1; Dmg 2-8 (club), 1-6 (thrown javelin); THAC0 16; AL N; XP 93 each.

The lizard men raise their weapons, but do not attack. If the PCs make no hostile actions, Redeye steps forward to talk with the PCs, using *tongues*. If accused of raiding the baron's holding, Redeye firmly denies it. One of his followers jabbars to him in lizard speech, then Redeye tells the PCs that he has just been informed that the Blue Feather Clan might be responsible. PCs who make Ability checks against their Intelligence remember seeing blue feathers decorating the dead lizard bodies back at the holding.

Redeye has no grudge with the Blue Feather Clan, but if they're stirring up

trouble with the humans, he'd just as soon have them out of the way. Redeye wishes the PCs good luck and sends them on their way. Under no circumstances will Redeye or his followers join the party. However, if the PCs make peace with Redeye, they will have made a valuable contact in the Lizard Marsh for future adventures.

On the other hand, if the PCs attack Redeye or his followers at any time, they defend themselves with their weapons. They fade back into the swamp and disappear beneath the water as soon as they can. Though the PCs may manage to kill a few, there is no way they can follow them into the swamp. Redeye will not reappear in the adventure, but he will consider the PCs to be enemies, as they have reinforced his basic mistrust of humans.

Showdown

The PCs continue following the trail. After another 15 minutes have passed, roll 1d6 on the *Marsh Encounter Table*. On a 1, there is another encounter.

After the encounter is resolved, the PCs may continue following the trail. If the PCs are excessively noisy, as soon as they come out of an area of tall reeds, they come into a clearing dominated by a huge boulder and a single tree. As the entire party enters the clearing, the reeds part to reveal a band of lizard men. The lizard men attack with a flurry of javelins, then continue their attack as below.

However, if the PCs are moving along the trail with reasonable stealth and care, read them the following:

Ahead is the camp of the lizard men, in a large clearing. The area is dominated by a single large tree and a boulder about 20 feet high.

There are five lizard men gathered around a heap of household items that have been dumped on a wall hanging spread out under the tree. The lizard men examine the objects with intense curiosity; they clearly have no idea what to do with them. A few yards away is another pile of swords, shields, and various pieces of armor.



A sixth lizard man is sitting on top of the large rock. Like the others, he is armed with a shield, a club, and three javelins. He appears to be on watch, but he is too absorbed in the loot examination to pay much attention to any intruders.

The PCs have an automatic one round of surprise on the lizard men. After they are attacked or otherwise become aware of the presence of the PCs, the lizard men on the ground hide behind the rock. The lizard man on the rock stays there until he has thrown all three of his javelins, then he jumps down to join his friends. If the PCs provide him with no clear target, the lizard man abandons his post and hides behind the rock.

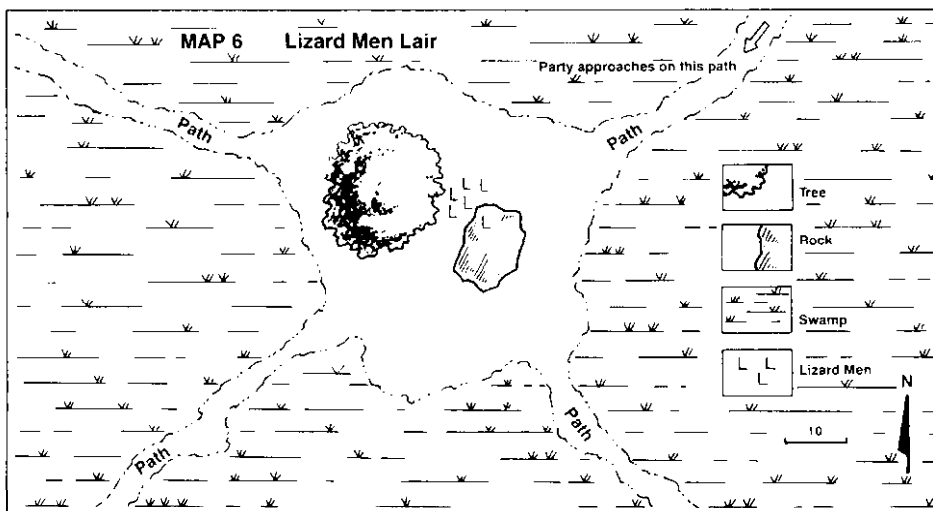
The lizard men stay behind the rock, forcing the PCs to come to them. There is only water on each side of the path, making it difficult for the PCs to sneak closer to the lizard men. There is no cover in the clearing besides the rock and the tree.

The lizard men will try to first slay the horses of the PCs with their javelins along with the least armored and most vulnerable PCs. When they have used all of their javelins, the lizard men will charge and engage in hand-to-hand combat with their clubs.

The leader of the lizard men, who is otherwise indistinguishable from the others, wears an amulet made from the eye-tooth of a dinosaur. If the leader is killed, the remaining lizard men break for the edges of the clearing where they can get to the water and swim away. Likewise, if three or more lizard men are killed, the rest will attempt to escape.

If the PCs are successful in killing or driving away the lizard men, they are free to examine the bodies and the loot. The only item of interest on the lizard men's bodies is the leader's amulet. It is a magical item, an *amulet of ceratosaur summoning and control*. This item works if there is a ceratosaur within one mile. It has three remaining charges and works for an hour per day. The lizard man leader has already used it today, of course.

There is little of value in the loot pile,



except for the baron's signet ring. Honorable PCs naturally will want to return this to Piann, the baron's wife.

Getting Home

The trip home can be uneventful or quite dangerous, depending on whether or not the PCs befriended Redeye. If they did, Redeye has dispatched two of his followers to watch over them and guide them past potential dangers. Every now and then, one of these lizard men will surface from the swamp next to the path and impart some information, such as, "Go thiss way. Nossing around thiss bend." The lizard man then disappears.

If the PCs were hostile to a Redeye, they're on their own. Run them into two unused encounters of your choice from the *Marsh Encounter Table* before they get back to Cromm's holding.

Once they have returned to Cromm's holding, Piann receives them and hears their story. She is devastated to learn the fate of her husband, but thanks the PCs for their help. She gratefully offers each PC a reward of 100 gp. (Taking rewards is perfectly acceptable for militiamen in this culture.) She also gives them her husband's signet ring, as there is no longer anyone to inherit it. She explains that there is no claim to the baron's holdings tied into this ring. If the baroness dies, the property probably will go to one of her relatives from another barony. The

ring is a magical *ring of fire resistance*.

Experience Points In addition to receiving experience points for killing any monsters, the PCs also receive experience points for getting magical items; the *ring of fire resistance* is worth 1,000, and the *amulet of ceratosaur summoning and control* is worth 250. Each 100 gp is worth 100 experience points. Finally, if the PCs make friends with Redeye, they divide 550 experience points. If they kill him, they divide 1,050.

Returning to the Marsh

The PCs have no real reason to return to the Lizard Marsh in the remainder of this campaign, but they may be eager to continue to explore its mysteries. There are a number of reasons why they might go back to this fascinating primeval area.

If the PCs failed to make friends with Redeye, the duke might send them back to reinforce diplomatic relations. This won't be easy, but Redeye would be open to a peace offering. PCs might have to face any unused encounters from the *Marsh Encounter Table*.

Redeye might request the aid of the PCs in solving a particular problem. The problem might be eliminating a flock of pesky pteranodons, or locating a medicinal herb to contain an epidemic of swamp fever. Since tensions between Redeye and the Blue Feather Clan are heating up, the PCs could be drawn into their conflicts.

Caravan Duty



This adventure introduces the PCs to several key locations along the Trade Way. They may also acquire a map that plays an important part in a later adventure.

The Day's Orders

The time is near the end of Marpenoth (October), closing in on Uktar (November). So far, the winter snows haven't hit Daggerford, but you know they are on their way.

You are called before Sherlen Spearslayer, the militia commander. "We need you to do some road guard duty today," she says. "A messenger from Waterdeep tells us that there is one last caravan coming down from Waterdeep before the snows come. The Waterdeep troops are going to meet them on the road from Waterdeep. I want you to go south along the Trade Way to The Way Inn and make sure things are safe for a caravan, sort of as an advance scouting party.

"Take it easy, avoid fights if at all possible, and come back as soon as you can after you reach The Way Inn with a report of the conditions, including anything the folks at The Way Inn can tell you about conditions further on."

Sherlen asks for questions. If the PCs ask about reports of problems, Sherlen tells them there have been no reports of orc or bandit activity of any kind along the Trade Way. (This is why she feels comfortable sending relatively inexperienced militia on this trip.)

The PCs are outfitted with one medium horse each, a week's rations, and any other normal supplies they need. The Way Inn is about 100 miles down the Trade Way. It usually takes three days of easy riding to make the trip. The Trade Way is well kept with campsites every 20 miles or so where there isn't an inn or homestead to take in travelers.

The PCs leave the next morning with instructions to get as far as Liam's Hold the first day.

At Liam's Hold

You spend the first day riding along the Trade Way. The traffic is relatively sparse. You meet a few farmers who are making use of the still mild weather to make final trips to town to get supplies for the winter to come.

Finally, you reach Liam's Hold, a small village of perhaps 50 residents. The village is guarded by a fortified tower built a century ago by Liam, from whom the village takes its name. The tower is now part of the inn that is often patronized by passing caravans. Near the tower is an extensive field for caravans to park wagons.

If the PCs go in, they find the inn to be small by Daggerford standards. There is no one here except for Binn, the friendly proprietor. If asked, he says that nothing much has happened around here for several weeks. Only local people have been customers for the last few days.

Binn looks favorably on the Daggerford militia, as they have helped out a number of times in the past. He generously offers to let the PCs stay at the inn for the night at no charge.

Campsite

Setting out the next day, the PCs realize they will have to ride all night or camp at one of the roadside campsites along the Trade Way. There are two campsites shown on the regional map (see *Map 2*). The second one of south of Liam's Hold is the obvious one for the PCs to use.

Roll 1d6 on the *Daytime Encounter Table* when the PCs pass the first campsite. A roll of 1 means they have an encounter. Roll on the table to see which one. Assuming they continue to the second campsite, which they can easily reach in a day's ride, check the *Daytime Encounter Table* using the same guidelines.

These campsites are maintained for the use of travelers. Huts and sheds have had a habit of burning down, so all that is provided now is a fire pit and a stack of firewood. There is always a small water

source nearby. Travelers are expected to replace the firewood they use. The rolling plains around the campsites have many sturdy bushes and trees to provide this wood.

Once the PCs are camped for the night, roll on the *Nighttime Encounter Table*. After the encounter is resolved, assuming there is one, roll a second time on the table. If the PCs have two encounters this night, make sure they occur on different watches.

On the Road Again

Assuming the PCs spent the night at the second campsite, they have only a single day's riding left to get to their destination.

After a couple of uneventful hours on the Trade Way, you notice the traffic is a little heavier, much the same as it is on the road near Daggerford. About midday, you reach the small hamlet of Bowshot.

If the PCs want to rest their riding muscles for an hour or so, they may visit Bowshot's tavern. The tavern patrons are friendly, but they have no information for the party. If they ask, the PCs are told that Bowshot got its name because it used to be "just a bowshot away from the Misty Forest." The PCs may correctly assume that there has been a lot of lumbering in the last few decades since the main forest is now about eight miles away.

There are no incidents in Bowshot, and the PCs may continue on to The Way Inn.

At The Way Inn

As you ride into the little village built around The Way Inn, you notice that most of the citizens are wearing armor and are carrying weapons. Approaching the entrance to the village, you are challenged by an armed patrol of six spearmen. The spearmen are covered by four archers on a nearby rooftop. The patrol leader steps forward and asks you to identify yourselves.



The patrol is being cautious, not hostile. Once they realize the militiamen are from Daggerford, they let the PCs pass. The patrol leader refers any questions to the innkeeper/townmaster, Dauravyn Red beard.

The village is unfortified, but the inn looks like it could stand a siege, and it has. The most recent incursion from Dragonspear Castle assaulted The Way Inn until troops from Waterdeep managed to break it up. Most of the other buildings in town look like they have been damaged and recently repaired. Having suffered extensively from the Dragonspear Castle assault, the local citizens are understandably nervous.

At the inn, the PCs are welcomed by their host, Dauravyn Redbeard. He seats the party at a large table in his common room and puts a huge meal before them. If any of the PCs worry about the price, remind them that Daggerford is picking up the tab. If the PCs wish to pay for wine or other potables, they are available.

Dauravyn has much to do, but he joins the PCs briefly. He says there have been no threats on the village lately and hopes they've had their share of trouble for a while. Before leaving, Dauravyn says there is someone who wishes to meet them. If the PCs are agreeable, Dauravyn takes them to a smaller table in the back of the inn. At the table are three young men, an older man, and a beautiful young woman. "This is Meldar Far-wander," says Dauravyn, introducing the older man. "Maybe you can help him out." Dauravyn then steps away to go back to his work.

Meldar seems happy to see the PCs. He introduces his daughter, Delora Sharpeye, and his three animal handlers, Ian, Finn, and Dooley.

Meldar Farwander, 1st level fighter: AC 5; MV 9"; hp 8; #AT 1; Dmg 2-9 (long sword); THAC0 18; S 17; I 15; W 12; D 14; C 14; Ch 14; AL N. Equipment: *long sword* +1, leather armor and shield, *ring of protection* +2, *potion of healing* (3 doses).

Delora Sharpeye, 0 level: AC 7 (8); MV 12"; hp 4; #AT 1; Dmg 1-4; THAC0 20; S 15, I 15, W 13, D 15, C 14, Ch 17; AL

N. Equipment: padded armor, dagger, *potion of healing* (1 dose).

Animal handlers, 0 level (3: AC 8; MV 12"; hp 4 each; #AT 1; Dmg 1-6 (short sword) or 1-3 (dart); THAC0 20; AL N.

Meldar invites the PCs to sit down. He explains that he is in a desperate situation. He is a trader leading a caravan on its way from Baldur's Gate to Daggerford. His caravan was attacked by bandits yesterday. His guards were killed, and now he needs help getting the caravan to Daggerford. Redbeard has been hospitable, but since they are outsiders, they aren't certain they can count on his hospitality much longer.

Delora, who acts as accountant for her father, also pleads with the PCs for help. She says it is vital that they leave soon if they are to get to Daggerford before the last Thousandheads Trading Coster caravan of the season gets ahead of them. She offers the PCs 40 gp each if they agree to accompany them.

Escorting a caravan is not outside the scope of the party's orders, but they are under no obligation to do so. If the PCs hesitate, remind them that it's a good way to pick up some extra money and certainly can't hurt their reputation. If the PCs still refuse to get involved, they return to Daggerford the next day, with the chances of encounters as outlined below.

However, if the PCs agree, they can leave with the caravan the next morning. While Meldar and his daughter have light horses, the animal handlers walk and lead their animals. At the rate the pack train can travel, it takes 30 hours to get to Daggerford. At this time of year, there are only eight hours of daylight, plus about four hours of twilight available each day. If they push it, the trip can be made in three days, stopping at the same places the PCs stopped before. Meldar is all in favor of this plan.

The Trip Back

The caravan and the PCs have a number of encounter opportunities on the trip back. Meldar, Delora, and the animal handlers aren't much help in a fight;

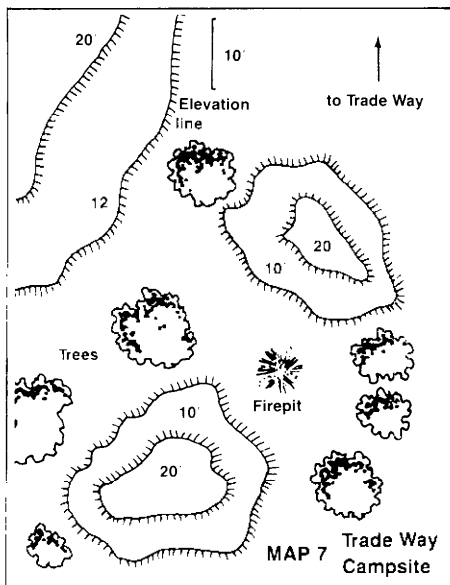
they'll hide or tremble in fear until the danger has passed.

Roll for a daytime encounter on the trip from Bowshot to the campsite. Roll for a nighttime encounter at the campsite. If an encounter is indicated, use two encounters instead of one. Even if the roll indicates no encounters, use the orc and goblin encounters.

Roll again for a daytime encounter on the trip between the campsite and Liam's Hold, and roll again on the trip between Liam's Hold and Daggerford.

Once the PCs have actually fought for him, Meldar rewards them with a map of the approaches to Illefarn (see *Map 4*). The map was discovered in far Scornubel a couple of years ago. Meldar intended to sell it in Daggerford, but he now wants the brave PCs to have it. The map is worth 2,500 experience points to be split among the party.

If the PCs manage to actually save Meldar's or Delora's life, they will be gifted with one or more of the following magical items of your choice: *buckler wand* (2,000 XP), *dagger* +2 (200 XP), three doses of *potion of gaseous form* (300 XP), one dose of *potion of heroism* (300 XP), *spear* +1 (700 XP).



At the Duke's Request

It's been an exhausting day's tour of duty, and you collapsed in bed as soon as it was over to rest up for tomorrow's activities.

However, you are awakened by the duke's men before the cock's crow. Still half-asleep, you get dressed and stumble into the stable area where you are given a cup of ale and a chunk of bread. You notice the other militiamen on duty yesterday are there, too.

Before you can manage to ask any questions, the duke walks in, accompanied by Kelson Darktreader and Sir Llewellyn. The normally open and friendly duke is grimmer than he's been since he received news of his father's death at Dragonspear Castle.

"Good people," he says, "I apologize for having roused you from your much-deserved rest, but I am facing a personal crisis, and I need your help. My sister, Bronwyn, seems to have been abducted by Baron Agwain, whom I hosted last evening."

A murmur ripples through the group. All of you remember Agwain coming to Daggerford just before sundown. The duke continues.

"At this time I have no idea why the baron did this, but I intend to ask him, persistently, until I get an answer I like. However, first I must get my hands on the good baron, and that's where you all come in."

The duke explains that Baron Agwain is from the Secomber region. Consultation with the temple of Lathander indicates that the baron has gone home with his prize. The duke says there are three routes he might have taken. The first is to the north, avoiding Laughing Hollow. This seems the most likely, and the duke and his personal forces will follow that path. The second route is directly through Laughing Hollow. A group of militiamen will follow this route. The third possibility is across the river and along its southern bank, a route leading into orc territory. Kelson Darktreader will take some militia troops through that route. Sir Llewellyn will protect the town and the castle until the duke has returned.

The duke realizes that the militia do not owe him any service, and the council cannot call on off-duty militiamen for this kind of work. Therefore, the duke will pay everyone who helps with this task 50 gp. He will also equip them from his personal armory. They may keep the equipment along with whatever horse from his herd they choose. If anyone is killed on this mission, his designated heir will receive the reward.

If the PCs agree to help, the duke assigns them the second route, the trail leading through Laughing Hollow. The duke can provide any armor up to chain mail, any hand weapon, and any crossbow or long bow. He also suggests that the party take two horses each so they can trade off and make better time. However, each PC may only keep one horse; the other must be returned, if it survives. The horses are medium warhorses.

Dungeon Master's Background

Baron Agwain fell in love with Bronwyn when he met her. She was not so fasci-

nated. However, neither she nor her brother realized that barons in the Secomber area are more used to getting what they want than are barons in the Daggerford area.

Agwain slipped Bronwyn a sleeping potion and made off with her, killing a couple of the duke's guards in the process. Agwain thinks it's just a matter of time before Bronwyn accepts her abduction and acknowledges him as her husband. He doesn't know Bronwyn very well.

Sure enough, the baron decided to cut through Laughing Hollow. After all, no one would think of following them there

Ambush

The trail you are following leads to a small rise, the first of many approaching the hills that surround Laughing Hollow. Suddenly, a volley of arrows showers around you.

A man in scale armor rises from behind some rocks at the top of the rise to one side of the trail. He looks down on you. "Go back where you came from, folks," he says. "The baron and his new lady want to be left in peace, and we aim to make sure they stay that way."

Agwain dismounted six of his followers and had them set up an ambush at this point on the trail. In the meantime, he and his other four men, along with Bronwyn, took the dismounted followers' horses as remounts to make their trip faster.

Baron's men, 2nd level fighters (6): AC 5 (6 as archers); MV 9"; hp 11; #AT 1; Dmg 2-8 (broad swords) or 1-6 (short bows); THAC0 20; AL N; XP 83 each.

The initial volley consisted of six arrows. Roll to hit normally at the lead rider.

These troopers are loyal to their baron. They fight to the death, if necessary, to prevent the party from advancing. They are spread out in pairs, with a 20 foot gap between each pair. They are well-hidden behind large rocks.



The troopers are about 75 feet from the PCs. There is plenty of cover for the PCs. The troopers continue attacking with arrows until the PCs manage to maneuver within 40 feet. The troopers then switch to broad swords and charge.

Getting to the Hollow

From the point of the ambush, Laughing Hollow is about 30 miles away. If the party is traveling slowly enough to keep their horses from foundering, it will be dark before they get there. If they are smart, the PCs will camp during the dark hours (about 12 hours) and move on again in the morning twilight.

While traveling during the day, roll once on the *Daylight Encounter Table*. A roll of 1 on 1d6 means an encounter occurs. After nightfall, roll on the *Night-time Encounter Table*. A roll of 5-6 on 1d6 means an encounter occurs.

At Laughing Hollow

Laughing Hollow is an eerie, shadowed place. Even in the daylight, the shade from the omnipresent trees gives a perpetual twilight effect. This is a place meant for elves, not men.

There are obvious game trails and hunter trails that have been used by the Wild Elves and other Laughing Hollow residents for hundreds of years. One such trail clearly is being used by Baron Agwain. The broken branches and torn fronds marking his party's progress make a blazing beacon for anyone to follow.

The trees and brush are occasionally broken up by warm, light-filled glades and larger clearings holding small lakes.

As the PCs move through Laughing Hollow, roll three times on the *Laughing Hollow Encounter Table*, rerolling if the same item comes up. Alternately, just pick three encounters that look interesting. Statistics and details of each encounter follow the table.

Roll Encounter

- 1 Bears and Bees
- 2 Centaurs
- 3 Wild Elves
- 4 Ghouls
- 5 Nixies
- 6 Pixies

1. Bears (2-4): AC 6; MV 12"; HD 5+5; hp 25; #AT 3; Dmg 1-6/1-6/1-8; THAC0 15; SA hugs (Dmg 2-12); AL N; XP 375.

Bees (100): AC 10; MV 1"/12"; HD 1-1; hp 1; #AT 10; Dmg 1 plus target must make saving throw vs. poison or take 1-3 points additional damage; THAC0 10; SA stings; AL N; XP 100 (all get 100 if they deal with the swarm).

Bears are gathered around a large dead tree containing a swarm of outraged bees. Half of the bears are eating honey, the other half have been chased away and are spoiling for a fight. The bears who have been chased away attack the PCs on sight. If a bear takes more than 5 points of damage, he takes a final swipe at his opponent and runs away.

The bees attack any PC within 5 feet of the tree. Individual bees are easy to kill, but the swarm can be deadly. For every 10 bees killed, increase the THAC0 by 1, and decrease the AC and number of attacks by 1. No matter what weapon is used, each blow kills 1-3 bees. Bees can be affected by *sleep* spells or other area effect magic.

Inside the tree is the body of a dwarf. The body still has all of its gear, including 18 sp, 7 gp, and 3 pp, a suit of rusty chain armor, a *battleaxe +1*, and *cloak of elvenkind*.

2. Centaurs (3-12): AC 5 (4); MV 18"; HD 4; hp 18; #AT 2; Dmg 1-6/1-6 (short bows); THAC0 15; AL CG; XP 157.

These centaurs are among the creatures entrusted with guarding Laughing Hollow. They challenge the party and question them closely about their purpose. If there are no elves in the party, the centaurs accept no explanations and order them out of the area. They attack the party if they insist on staying. If there are elves in the party, the centaurs are more

inclined to talk. If convinced of the party's purpose, the centaurs promise to tell the King of the Woods and perhaps get the party some help.

3. Wild Elves (3-6): AC 7; MV 12"; D/F 1/1/; hp 6; #AT 1; Dmg 1-6 (longbows or short swords); THAC0 20; SA spells; AL N; XP 77.

These elves are subjects of Melandrach but are not inclined to like any strangers, including other elves. They follow the party for about 50 yards, watching them closely. They aren't particularly afraid of the party, and the PCs occasionally spot them in the weeds, as if the Wild Elves are daring them to attack. If the PCs attack, the Wild Elves fight fiercely. If the PCs leave them alone and are cordial to them, the Wild Elves may help them later if called upon.

This is a hunting party, so the spells the elves have are *entangle*, *faerie fire*, *detect magic*, and *locate animals*. Each carries a pouch containing rare herbs worth 3-18 gp back in Daggerford.

4. Ghouls (3): AC 6; MV 9"; HD 2; hp 9; #AT 3; Dmg 1-3/1-3/1-6; THAC0 16; SA paralyzation; SD immune to *sleep* and *charm*; AL CE; XP 108.

As the PCs emerge from a dense stretch of forest into a glade, they come upon a grisly scene. Three ghouls are chewing on the remains of a man and a horse. On the opposite side of the clearing is a rusty door opening out from a rock face, as if it were a door to a hole in the ground.

The PCs automatically get surprise in the first round, as the ghouls are totally absorbed. In fact, if the PCs don't bother them, the ghouls ignore them and continue their feast (although if the PCs linger too long, the ghouls will consider them for desert).

The ghouls attack with their claws and fangs. Anyone touched by a ghoul, with the exception of elves, must make a saving throw vs. paralyzation. Victims of ghoul paralyzation are paralyzed for 4-16 rounds.

The ghouls have been feasting on one of the baron's men. He is wearing scale armor, and his belt pouch has 13 cp, 7 sp,



and 4 ep. He was carrying a short bow, a lance, and a broad sword.

Inside the open door is a short tunnel with a single room branching off of it. The end of the tunnel collapsed centuries ago; it obviously was once a much longer tunnel. In the room are the bones of three dwarves and the remnants of their armor and weapons. Nothing is usable except a small vial containing one dose of *potion of flying*.

5. Nixies (20): AC 7; MV 6"/12"; HD 1-4 hit points; hp 3; THAC0 20; #AT 1; Dmg 1-4; THAC0 20; SA *charm*; MR 25%; AL N; XP 33.

The PCs come out of the forest into a large clearing that contains a lake. They are following a trail that parallels the edge of the lake about 20 feet away. The trail continues along the lake for about 300 yards before winding back into the forest.

As the PCs make their way along the trail, a group of nixies appears in the center of the lake about 100 feet from the shore. The party can see there is one human with the nixies who stares blankly at them. The human appears to be in the baron's livery.

The nixies generate a powerful *charm* spell on a randomly selected member of the party. The spell requires selected member of the party. The spell requires the victim to make a saving throw vs. magic at -2. If a PC is charmed by the nixies, they will take the victim to their lair for one full year; the spell then wears off and the victim is allowed to go free. During his enslavement, the nixies keep a *water breathing* spell on the captive.

The nixies attempt to *charm* the party twice. If a charmed PC has a *dispel magic* spell cast on him before he enters the water, there is a 75% chance the spell will be broken. But once in the water, the chance is only 10%.

If any of the nixies are hurt, they all give up the project and dive for the bottom of the lake. They have no intention of giving up their current slave. Likewise, if both *charm* attempts fail, they retreat into the water.

The nixies have quite a few items of interest in their underwater lair, but the likelihood of the PCs discovering the

treasure is remote enough that generating it is left as an exercise for the DM, if the PCs manage to get to it.

6. Pixies (2-8): AC 5; MV 6"/12"; HD 1-4 hit points; hp 3; #AT 1; Dmg 1-4 (sword) or miniature *bows* +4 either doing 2-5 points of damage, *sleep*, or *memory loss*; THAC0 20; SA spells: *polymorph* at will, *create illusions*, *know alignment*, *ESP dispel magic*, and *dancing lights* once per day; SD naturally *invisible*; MR 25%; AL N; XP 35.

As soon as the PCs enter into a lush part of the forest where the pixies live, one of the pixies runs off to inform Melandrach. While they wait for their companion to return, the pixies harass the party by firing *sleep* arrows at randomly chosen PCs. The pixies attempt a total of six shots. Any PC hit by one of these arrows who fails his saving throw vs. magic goes into a comatose state for 1-6 rounds. The pixies are *invisible*, but the PCs may hear them giggling. The pixies won't attempt any grievous harm unless attacked themselves.

When the pixie returns with word of Melandrach's plight (see the final encounter for details), the pixies panic, cease their harassment, and fly away.

Discovery

As you lead the party through a patch of dense woods, you feel a tap on your shoulder. "I believe you're part of the Daggerford militia," whispers a female voice. "Where is my brother?"

A lovely young woman suddenly appears before you.

This is Lady Bronwyn. If the PCs don't immediately recognize her, she introduces herself and repeats her question. When the PCs explain that her brother is elsewhere, she says she's happy to see them and tells them what happened. "I finally shook off that drug Agwain slipped me," she says. "I immediately turned *invisible* and left his camp. I imagine he's rather upset right now."

"I certainly am," comes a voice from

the bushes ahead. Three men step out—Agwain and two followers. They have been hot on Bronwyn's trail since her escape.

Baron Agwain, 3rd level cavalier: AC 0; MV 6"; hp 22; #AT 1; Dmg 2-9 (long sword); THAC0 17; AL CG; XP 173 (200 if returned alive to Daggerford).

Baron's men, 2nd level fighters (2): AC 5 (6 as archers); MV 9"; hp 11; #AT 1; Dmg 2-8 (broad sword) or 1-6 (short bows); THAC0 20; AL N; XP 83.

In spite of his abduction of Bronwyn, the baron is basically an honorable man. He knows what the PCs want and makes a proposition. "If you want the lady back," he says, "you can have her if one of you can defeat me in single combat, or if three of you defeat my two men and myself."

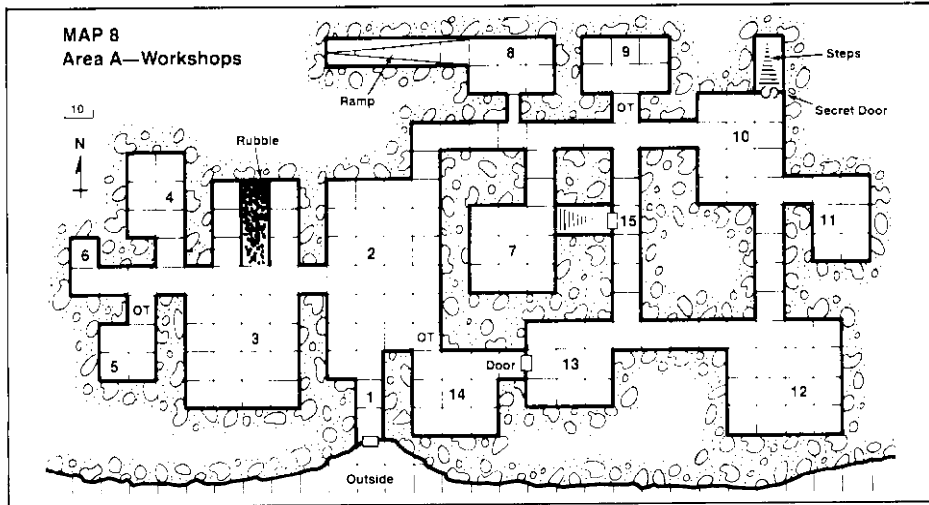
The PCs are free to accept the baron's challenge. Alternately, the PCs may choose to ignore the challenge and attack him and his men; Bronwyn will gladly assist the PCs in this and all other attacks. (Before the PCs rush into battle, it might be a good idea to remind them that the duke wants the baron alive for questioning.)

As the PCs make their decision, but before they actually take any action, read them the following:

Agwain starts to ready himself for battle, then he and his men are suddenly struck in the back by a volley of arrows. You can see movement in the bushes behind the men as several figures race away.

The attackers are some of the goblin archers sent to ambush Melandrach, the king of the woods. The goblins have already killed the baron's horses and have tracked him to this spot. Since they have managed to sneak up within only a few feet of the baron and have a clear shot, all of their arrows hit. Each of the baron's men is hit by three arrows, and the baron is hit by two. Each arrow does 1-6 points of damage; this is not enough to kill the baron, but it is quite possible that one or both of his men are killed in the attack.

Since only four goblins participated in



the attack, they have no desire to take on the party at this time. As soon as they fire their arrows, they decide it is time to get out.

After the attack, the baron loses all interest in the party. He briefly examines any of his fallen followers, then chases after the goblins. Any surviving followers accompany him.

If the party reacts fast enough, they still have a chance to capture the baron. More likely, however, they will have to chase after him through the bushes.

Battle in the Valley

If the PCs somehow manage to capture the baron he chases the goblins, he begs them to help him avenge the cowardly attack. If the PCs agree, they follow in the direction of the attackers for about 100 feet; then read them the information below. If the PCs decline to help him, they are free to return to Daggerford.

If the PCs are pursuing the baron, they run through the bushes for about 100 feet, then come upon the baron crouched behind a large rock. He motions for them to join him. If they do, read the following:

From the other side of a large rock, you hear the sounds of an intense fight. Peering over the top of the rock, you see you are on the summit of a hill which slopes into a deep valley about 100 feet in diameter. Standing on the

edge of the valley are six goblin archers firing arrows into the valley. There are four other goblin archers guarding their backs, facing in your direction.

The goblins are firing at a noble-looking elf who is using a clump of thick bushes for cover. The elf appears to be wounded and unable to walk. Whenever he tries to move, the goblins fire again and laugh.

The elf is Melandrach, the elf chieftain and King of the Woods. The goblins ambushed him here. He has been wounded in the leg and can't get away. The goblins have him pinned and are taking their time in finishing him off.

Goblins (10): AC 7; MV 6"; HD 1-1; hp 4; #AT 1; Dmg 1-6 (short bow or hand axe); THAC0 20; AL CE; XP 14.

As soon as the goblins become aware of the PCs, they cease firing into the valley. They attempt one round of arrow fire at the PCs, then charge them with their axes. If half of the goblins are killed, the rest attempt to escape. The baron will pursue them and urge the PCs to do the same. Unless the PCs are unusually slow to respond, they should have no problem overtaking any escaping goblins.

When the battle is over, the PCs may want to go into the valley to check on Melandrach. His wounds aren't serious and he is grateful for the party's help in his hour of need.

Melandrach, male Wild Elf, 7th level fighter, 10th level druid: AC 1; MV 12"; hp 65; #AT 1; Dmg by weapon; THAC0 10; S 17, I 15, W 16, D 17, C 16, Ch 18; AL N. Equipment: elven chain mail and shield, *battleaxe +2*, *long bow +3*, *dagger +1* (all of the magical equipment is of an old pattern, probably left over from the Fallen Kingdom).

Spells:

1st level: *animal friendship*, *detect magic*, *entangle*, *faerie fire*, *locate animals*, *pass without trace*

2nd level: *charm person*, *cure fight wounds*, *obscurement*, *warp wood*

3rd level: *call lightning*, *protection from fire*, *pyrotechnics*

4th level: *cure serious wounds*, *dispel magic*

5th level: *control winds*, *transmute rock to mud*

To reward them for their help, Melandrach gives every member a leather pendant worked with semi-precious stones. This is his sigil and means that anytime the PCs are in Laughing Hollow, they are under his protection.

Wrapping Up

The party is allowed to spend the night in Laughing Hollow and are escorted out the next morning by Melandrach's Wild Elves with no incidents. Each PC next 200 experience points for making friends with Melandrach.



Ancient Heritage

More than 1,000 years ago, Illefarn and Laughing Hollow were part of what is now called the Fallen Kingdom. This was a flourishing kingdom of Gold Elves, Moon Elves, and Wild Elves with a sub-structure of dwarves who did most of the crafting and mining.

The rise of several strongholds of evil spelled doom for the kingdom.

Unable to match the sheer numbers of orcs, goblins, trolls, and other creatures generated by the forces of evil, the elven king invited humans to settle the lands. The humans willingly allied themselves with the kingdom and fought long and hard against the evil creatures (except, of course, for those humans who decided their best interests were with the forces of evil). After an intermittent war lasting two centuries, the forces of evil were once again beaten back to the current site of Dragonspear Castle.

But when the dust had settled, the elves looked about and realized that much of their forests had been turned into human towns. Human craftsmen had generally supplanted the dwarves, and the land they had fought for was no longer theirs.

Sadly, the elves moved far to the west to Evermeet Island. The dwarves have yet to replenish their losses from that long war and a live mostly in seclusion. Today, little is seen or even known of the Fallen Kingdom in the lands of the Trade Cities.

Humans tried to establish their own kingdoms, but the smaller kingdoms lasted just long enough to establish various hereditary nobilities, such as the dukes of Daggerford. They eventually disintegrated in dynastic struggles which left all claimants dead.

Illefarn Mountain

One of the most important places in the Fallen Kingdom was Illefarn Mountain, located north of the area now known as Laughing Hollow. Here the dwarves delved and crafted, making the bright metal weapons and tools loved by the elves.

The Laughing Hollow contained their

stone quarry. From this they made the now-vanished halls of the elven king. The main entrance to their city of Illefarn was located on the edge of the quarry. Men and elves who visited there could see the dwarves carving out great hunks of marble and granite and carrying it into the mountain.

The original main entrance to Illefarn has been lost. The quarry is the home of the wild descendants of the elves who never went to the west, and they protect their home vigilantly from the inroads of orc and man alike. No one knows if there are still dwarves in the mountain.

Recently, a band of a dozen adventurers set out in search of Illefarn. Only three returned, all of them wounded. The reported an ambush by an overwhelming number of orcs in Laughing Hollow. Only an attack by Wild Elves drove the orcs off. The elves refused to talk much with the adventurers, simply telling them they should leave. The elves then faded away, apparently in search of more orcs.

The Call to Laughing Hollow

The main entrance to Illefarn caved in centuries ago as a result of the last-ditch defense of the complex. None of the current inhabitants even realize it exists.

However, this is all about to change.

The Shaking Earth

You are on militia duty when you feel the earth moving under your feet. Sections of the wall buckle with the posts pointing upward at strange angles, but the binding holds and the wall stays together. The catwalk behind the wall breaks off in a couple of places.

The north wall shakes, with mortar and loose stone flying everywhere. Slowly, inexorably, the north wall collapses as you watch. Its supports give way, and as it falls, you can see workers caught under the wall. You hear their continuing screams as the dust settles.

To see if the PCs manage to stay on their feet during the quake, have each

one make an Ability check against their Dexterity on 1d20. If they fail, they fall to the ground, although they take no damage.

Much of the north wall of the second story of the barracks has collapsed on Derval Iron eater's brother, Dervin Stonecarver, and his two sons.

Each of the victims is pinned under a stone weighing 1,800 cn. It is conceivable that the PCs could rig a tackle similar to the one used by the dwarves to move the stones originally, but this would take time. If an aftershock occurs, it could easily bring down the rest of the wall and kill those already trapped.

The best strategy for the PCs is to move the stones by hand. The stones can be moved by anyone with a Strength of 18, if he makes an Ability check or less on 4d4.

PCs with Strength in excess of 18 can lift the stones at +1 for every point of Strength they have above 18. Weaker PCs make their Ability checks at -1 for every point of Strength they have below 18.

Two PCs may combine their Strengths to move one stone. Take the weaker Strength, divide it in half, and add it to the stronger. Use this Strength number to make the Ability check.

Any attempt that fails results in 1d8 points of damage to the person under the rubble. Each of the trapped victims has 1d6+6 hit points left after the accident.

Those participating in the rescue, including anyone binding wounds or giving other medical attention, receive 20 experience points each. Dervin and his sons also promise them favors from the Iron eater clan, though nothing is immediately forthcoming.

The Curse

Later the same day, reports trickle in from upriver showing that the earthquake originated somewhere in the Laughing Hollow area. PCs who had positive experiences with King Melandrach in *The Rescue Mission* may wonder if anything has happened to him.

Two days later, reports come in from the upriver farms that cattle and sheep are dying and riverside crops, such as flax



and rice, are failing. What's more, the river has changed color to a bilious green. The council immediately orders the town to cease using river water and only consume water from the cisterns and town wells.

If the PCs drink the river water, they may discover the problem the hard way. Imbibing the polluted water causes 2d6 points of damage unless a saving throw vs. poison is made, which means the damage is only 1d6.

The Message

On the following day, a Wild Elf appears outside the wall. He says he has been sent by King Melandrach, and he wants to talk to the people who last came to his forest. The messenger refuses to talk to anyone besides the PCs.

If the PCs agree to talk with him, read the following:

The messenger is Deldrach Longarrow, a Wild Elf from the court of King Melandrach. "The great earthshaking has caused much destruction in the hollow," he says. "Trees have fallen, dryads have died, the nixies' lake has drained half away.

"But the greatest damage was not in the hollow itself. The earthquake was centered in a hill just on the border of Laughing Hollow. There were rockslides, and a large crack opened up in the rock face. From out of this crack pours a stream of bile-green water that follows an old creek bed to the Shining River. Perhaps it is the way the water flowed many years ago.

"I am sure you wonder how the stream could reach the river through the embankment. The earthquake also breached the embankment between the hollow and the river, letting the stream into the river. The hollow is not being flooded. . . yet. When flood season comes in the spring, however, it might be a different story.

"The plants and animals around the streambed are dying. My king asks for your help in stopping this river of poison."

If the PCs ask how they can help investigate the problem, the messenger says that a long-buried entrance to the mines of the dwarves of the Fallen Kingdom was uncovered by the rockslides. King Melandrach thinks that the PCs could go in this entrance and find the cause of the poisoned water and determine how to stop it.

If the PCs have the map given to them by Meldar Farwander (from *Caravan Duty*), they may match it with Deldrach's description of the uncovered entrance. They will discover that, allowing for the passage of 1,000 years since the map was made, the uncovered entrance is probably the main entrance to the dwarf city. This was the entrance where the quarried stone was taken into the mountain for working.

The duke and the council agree that this expedition should be made. They provide food and other reasonable gear for the PCs. They also supply them with a stone enchanted with a *continual light* spell and six vials of holy water provided by Mother Maerovyna.

The Sigil

As you are leaving Daggerford, you are stopped by Derval Ironeater. He goes to each of you who came to the aid of his brother and nephews after the earthquake. "Please take this with you," he says. "It is a symbol of my friendship. I think you might find it useful under Illefarn."

He bows and leaves before you can ask any questions.

Derval gave each of the rescuers an amulet made in the shape of a dwarven hammer. The hammers do not react to a *detect magic* spell.

To Laughing Hollow

The trip to Laughing Hollow is identical to the one made in *The Rescue Mission*, including the possibilities for random encounters. The adventurers are accompanied by Deldrach, who refuses a horse and walks, eating up the miles with the

stride of a veteran stalker. If the party encounters any dangers, Deldrach fights robustly at their sides.

Deldrach Longarrow, male Wild Elf, 4th level fighter, 4th level druid: AC 4; MV 12"; hp 20; #AT 1; Dmg 2-7 (short sword) or 1-6 (longbow); THAC0 17; AL N. Equipment: leather armor, *short sword* +1, *long bow* +1. Spells:

1st level: *animal friendship*, *detect snares and pits*, *locate animals*, *predict weather*, *speak with animals*

2nd level: *cure light wounds*, *goodberry*, *produce flame*

3rd level: *cure disease*, *snare*

At Laughing Hollow

When the PCs reach Laughing Hollow, they are met by Melandrach who welcomes them and suggests they camp with him outside the mountain so they can enter at the crack of dawn. If the PCs agree, allow them to use any experience points they gained from killing monsters or acquiring magical items during the trip so far. Experience earned with money has to wait until the PCs get back to Daggerford.

During the exploration of Illefarn, the PCs can make use of this option as often as they like. They can come back to Melandrach, rest for the day, and make use of the experience they've gained in combat and acquiring magical items.

If the PCs ask Melandrach for assistance in exploring Illefarn, read them the following:

Melandrach looks at you and shakes his head sadly. "I fear that my followers and I are too used to the open sky to be able to breathe beneath the mountain," he says. "We are not creatures of earth and darkness, and I fear we would be more of a hindrance than help to you. If we could make such a trip, I assure you we would never have sent for you. We would have marched bravely into the shadows as our ancestors did many centuries ago."

Although Melandrach is expressing the basic attitude of his people, he does not



necessarily speak for all of them. If any PCs are killed in Illefarn, Wild Elf replacements may be rolled up as fighters, druids, or fighter/ druids. These characters are considered to be young enough to discard their conditioning and join the party. Similarly, if Melandrach doesn't see anyone coming out for a couple of days, he'll start recruiting anyone who passes near.

The Battle in Illefarn

As the adventurers explore Illefarn, they will encounter members of three distinct groups fighting for control: the dwarf faction, the orc faction, and the necromancer faction. Each group is described below.

The Dwarf Faction

The last of the dwarves, along with a few gnomes, are led by Derval Ironeater's brother, Korin Ironaxe. In all, 21 dwarves and five gnomes are left of the brave band that took up the occupation of Illefarn some three years ago. There were originally 11 others with them, but they have all died in combat with the other two factions.

Korin's family has tried to protect Illefarn since the main body of dwarves left many centuries ago. They had occupied Illefarn for hundreds of years until about a century ago when the lack of numbers forced Derval to bring his family out of Illefarn and take up residence in Daggerford.

But Korin disagreed. He felt that dwarves should occupy Illefarn, so he led all the allies he could find back into the warren three years ago. When he did, he found that orcs had occupied part of it.

These days, Korin is primarily interested in recovering the crown of Devin, the ancient dwarf king, and bringing it out of Illefarn to honor it in a more defensible place. Unfortunately, Korin's family has lost track of just where the crown is located.

If the PCs arrive in Illefarn with the sigils given to them that the gargoyles on the balcony in room 41 (in Area B — see

map) are alive, and he doesn't know any other way in, except by the long-lost refuge of King Devin. There used to be a bridge/stairway to the battlement, but that was destroyed by invaders centuries ago. He encourages them to find this place and promises them all the help he can give. If the PCs ask for mapping help, he can give them general information about all of Illefarn except the refuge.

If the PCs don't bring the sigils with them, Korin is naturally suspicious of them. If convinced of their sincerity, he will offer his help as outlined above.

However, when swords start flying, Korin's dwarves and gnomes won't be much help. They are more concerned with saving their own skins than aiding the PCs in combat. Even if Korin sends some troops along with the PCs, they will hang back and protect themselves in hopes that the PCs take the brunt of the fighting and the brunt of the dying. Korin figures that the more orcs and bandits that get killed without sacrificing the lives of dwarves, the better. If the PCs do a good job, Korin just might get Illefarn back.

Korin, however, would be grateful to any PCs who found the crown of Devin for him or otherwise aided him in cleaning up the old homestead. Korin will reward adventurers with money from his treasure hoard and will let them keep most of the loot they find. His gratitude does not extend to risking dwarf lives when an adventurer is on hand to take the risks.

Korin will also offer the PCs the sanctuary of his holding inside Illefarn. In the same way that the PCs can return to Melandrach, they can also rest up in Korin's holding and utilize experience points earned from killing orcs and bandits and acquiring magical items to advance in levels. Again, experience from money must wait to be used until they can get back to Daggerford.

Korin does not want his presence mentioned to Melandrach. The party may try to tell him that the Wild Elves don't want to come into the mountain, but Korin isn't taking any chances.

Following are the members of this fac-

tion.

Korin Ironaxe, male dwarf, 7th level fighter: AC 1; MV 6"; hp 53; #AT 1; Dmg 8-11; THAC0 9; S 18/65, I 12, W 11, D 15, C 16, Ch 16; AL LN. Equipment: *dwarven throwing hammer* +2 and shield, *ring of regeneration*, *amulet of proof against detection and location*, *dust of disappearance* (3 uses).

Ibin, male dwarf, 3rd level cleric: AC 4, MV 6"; hp 15; #AT 1; Dmg 3-6; THAC0 20; AL LG. Equipment: chain mail and shield, hammer. Spells:

1st level: *cure light wounds* (2)

2nd level: *hold person*

Kain, male dwarf, 5th level cleric: AC 4; MV 6"; hp 28; #AT 1; Dmg 3-8; THAC0 17; AL LG. Equipment: chain mail and shield, *mace* +1. Spells:

1st level: *cure light wounds* (2), *protection from evil*

2nd level: *aid*, *detect life*, *silence 15' radius*

3rd level: *remove curse*

Gorn, male dwarf, 9th level cleric: AC 3; MV 6"; hp 50; #AT 1; Dmg 4-9; THAC0 13; AL LG. Equipment: *chain mail* +1 and shield, *staff of striking* (13 charges), *ring of faerie*, *figurines of golden lions*. Spells:

1st level: *bless*, *cure light wounds*, *detect evil*, *protection from evil*, *purify food and drink*

2nd level: *augury*, *chant*, *hold person*, *slow poison*, *speak with animals*

3rd level: *continual light*, *dispel magic*, *cure disease*

4th level: *cure serious wounds*, *protection from evil 10' radius*

5th level: *dispel evil*

Dorus, male gnome, 3rd level illusionist: AC 7; MV 6"; hp 10; #AT 1; Dmg 1-4; THAC0 20; AL NG. Equipment: *wand of illusion* (42 charges), *dust of appearance* (2 uses). Spells:

1st level: *color spray*, *detect illusion*

2nd level: *hypnotic pattern*

Morri, male gnome, 5th level illusionist: AC 4; MV 6"; hp 13; #AT 1; Dmg 1-4; THAC0 20; AL LG. Equipment: *ring of protection* +3, *bag of tricks*, *dust of illusion* (2 uses). Spells:

1st level: *change self*, *detect illusion*, *phantasmal force* (2)



2nd level: *detect magic, improved phantasmal force*

3rd level: *fear*

Dwarf fighters (17): AC 3; MV 6"; hp 21 each; #AT 1; Dmg 1-8; THAC0 18; AL LG.

Gnome fighters (3): AC 3; MV 6"; hp 25 each; #AT 1; Dmg 2-9; THAC0 18; AL NG.

There are usually three or four members in one of Korin's patrols, including at least one spell caster. Their objective is to scout around and safely eliminate any of their enemies.

The Orc Faction

Orc leader Wartsnak Direlord brought 43 orcs and 80 goblins from the High Moor along with two trolls and four ogres. Wartsnak led his followers into Illefarn after hearing the story handed down from his ancestors about an entrance. They entered a few months before Korin's group. They had just settled down and were beginning to seriously explore when the dwarves arrived.

Wartsnak has no interest in sharing Illefarn with anyone. His followers attack anything not orcish that enters.

Following are the members of this faction.

Wartsnak Direlord, male orc, 5th level fighter: AC 2; MV 12"; hp 25; #AT 1; Dmg 3-10; THAC0 15; AL LE; XP 300. Equipment: plate mail and shield, *battleaxe +2, ring of spell storing with feather fall, stinking cloud, slow*.

Stub, male orc, 2nd level cleric: AC 5; MV 9"; hp 8; #AT 1; Dmg 1-8; THAC0 20; AL LE; XP 74. Spells:

1st level: *dark, resist fear*

Zurch, male orc, 3rd level cleric: AC 5; MV 9"; hp 10; #AT 1; Dmg 1-8; THAC0 20; AL LE; XP 125. Spells:

1st level: *cure light wounds (2)*

2nd level: *chant*

Prollot, male orc, 5th level cleric: AC 5; MV 9"; hp 19; #AT 1; Dmg 1-8; THAC0 18; AL LE; XP 339. Spells:

1st level: *cause light wounds, detect good, protection from evil*

2nd level: *augury, resist fire, snake charm*

3rd level: *cause blindness*

Emee, male goblin, 4th level cleric: AC 6; MV 6"; hp 18; #AT 1; Dmg 1-6; THAC0 20; AL LE; XP 220. Spells:

1st level: *cure light wounds, detect magic, protection from evil*

2nd level: *chant, detect charm*

Ellisin, male goblin, 7th level cleric: AC 6; MV 6"; hp 30; #AT 1; Dmg 1-8; THAC0 18; AL LE; XP 850. Spells:

1st level: *cause light wounds, cure light wounds, dark*

2nd level: *augury, chant, speak with animals*

3rd level: *dispel magic, locate object*

4th level: *neutralize poison*

Orcs (40): AC 5; MV 9"; HD 1; hp 5 each; #AT 1; Dmg 1-8; THAC0 19; AL LE; XP 15.

Goblins (80): AC 6; MV 6"; hp 4 each; #AT 1; Dmg 1-6; THAC0 20; AL LE; XP 14.

Trolls(2): AC 4; MV 12"; HD 6+6; hp 33, 30; #AT 3; Dmg 1d4+4/1d4+4/2-12; SA attacks three foes at once; SD regenerates 3 points per round at third round, all parts continue to fight unless burned; AL CE; XP 614.

Ogres (4): AC 5; MV 9"; MD 4+1; hp 19 each; #AT 1; Dmg 1-10; AL CE; XP 185.

Normal orc patrols consist of three orcs and seven goblins. Once they realize that a party of explorers has invaded their domain, they send a second patrol after the first. The second patrol stays just within infravision range of the first, and contains either a spellcaster, an ogre, or a troll.

The Necromancer Faction

A force of bandit adventurers led by Kelthas the Dread, a necromancer with three apprentices, and Jorykul, a half-orc priest with two acolytes, entered Illefarn about the same time Korin did. They entered through the collapsed roof leading to Area J (see map) and began a slow exploration, running into orcs and dwarves almost immediately. However, they found some good loot and are here for as much more as they can get.

Kelthas will gladly make a deal with anyone who wants to make one with him.

However, it's unpleasant negotiating with someone who smells like an open grave. And, of course, you can't trust Kelthas. If the mood strikes him, he is likely to kill anyone with whom he has made an agreement.

The three apprentices of Kelthas are named Bryn, Karri, and Duggwell. Jorykul's half-orc acolytes are Izeley and Dappleford. A number of human, half-orc, half-elf, dwarf, and halfling bandits are among their followers. Kelthas has also raised a number of dwarf, human, orc and goblin skeletons to assist his forces in guarding various areas against orc incursions.

Kelthas the Dread, 10th level magic-user: AC 6; MV 12"; hp 30; #AT 1; Dmg 3-6; THAC0 16; AL CE; XP 1,920. Equipment: *potion of undead control (3 uses), ring of human influence, staff of power (13 charges), wand of magic missiles (12 charges), silver horn of Valhalla (4-10 2nd level berserkers), scroll with animate dead (2 uses), clairvoyance, wizard eye*. Spells:

1st level: *detect magic, identify, read magic, light*

2nd level: *ESP, knock, scare, web*

3rd level: *dispel magic, infravision, protection from normal missiles*

4th level: *charm monster, polymorph other, wall of ice*

5th level: *cloudkill, passwall*

Kelthas has three magic books. One contains all of the mentioned 1st and 2nd level spells, plus *sleep, hold portal, protection from evil, shield, unseen servant, continual light, forget, invisibility, levitate, rope trick*, and *strength*. The second contains the 3rd and 4th level spells shown above, plus *clairvoyance, fire ball, gust of wind, lightning bolt, slow, water breathing, dimension door, enchanted weapon, fear*, and *wizard eye*. The third book has many blank pages. It holds the 5th level spells above, plus *animate dead, feeblemind*, and *telekinesis*. His apprentices use his magic books and have none of their own.

Bryn, 2nd level magic-user: AC 10; MV 12"; hp 5; #AT 1; Dmg 1-6; THAC0 20; AL LE; XP 65. Spells:

1st level: *light, protection from evil*



orcs and dwarves almost immediately. However, they found some good loot and are here for as much more as they can get.

Karri, 3rd level magic-user: AC 10; MV 12"; hp 8; #AT 1; Dmg 1-4; THAC0 20; AL LE; XP 117. Equipment: *ring of feather fall*. Spells:

1st level: *shield, sleep*

2nd level: *invisibility*

Duggwell, 4th level magic-user: AC 9; MV 12"; hp 10; #AT 1; Dmg 2-5; THAC0 20; AL LE; XP 180. Equipment: *dagger +1, ring of protection +1*. Spells:

1st level: *detect magic, hold portal, read magic*

2nd level: *continual light, web*

Jorykul, half-orc, 7th level cleric: AC 3; MV 9"; hp 32; #AT 1; Dmg 1d6+2; THAC0 15; AL NE; XP 656. Equipment: *footman's flail +1, banded mail +1, staff of curing (11 charges), ring of spell turning, cloak of arachnidia*. Spells:

1st level: *command, cause light wounds (2)*

2nd level: *augury, find traps, hold person*

3rd level: *animate dead, cause disease*

4th level: *cause serious wounds*

Izeley, half-orc, 2nd level cleric: AC 5; MV 12"; hp 9; #AT 1; Dmg 1-6; THAC0 20; AL NE; XP 77. Spells:

1st level: *cause light wounds, cure light wounds, light*

Dappleford, half-orc, 4th level cleric: AC 5; MV 12"; hp 20; #AT 1; Dmg 2-7; THAC0 20; AL NE; XP 230. Spells:

1st level: *cause light wounds (2), detect magic, protection from evil*

2nd level: *find traps, slow poison*

Human bandits (10): AC 4; MV 12"; hp 17 each; #AT 1; Dmg 1-8; THAC0 18; AL CE; XP 120.

Half-orc bandits (4): AC 2; MV 12"; hp 18 each; #AT 1; Dmg 1-8; THAC0 18; AL NE; XP 128.

Half-elf bandits (2): AC 5; MV 12"; hp 22 each; #AT 1; Dmg 1-8; THAC0 18; AL NE; XP 300.

Dwarf bandits (4): AC 4; MV 6"; hp 16 each; #AT 1; Dmg 1-8; THAC0 20; AL CE; XP 82.

Halfling bandits (5): AC 4; MV 6"; hp 21 each; #AT 1; Dmg 1-8; THAC0 18;

AL CE; XP 141.

Skeletons (45): AC 7; MV 12"; HD 1; hp 5 each; #AT 1; Dmg 1-6; THAC0 20; SD half damage from sharp and edged weapons, *sleep, charm, and cold-* based spells have no effect, holy water causes 2-8 points of damage; AL N; XP 38.

The necromancer's patrols consist of seven or eight members, usually including one spellcaster. Skeletons are not used for patrols, only for guard duty.

When confronting another party, the fighters and magic users move to a defensible position, usually the end of a corridor where it goes into a larger chamber. The rest of the group lurks in the shadows, attempting to attack their enemies by surprise.

If more than one patrol doesn't report back to him, Kelthas pulls in his followers, reorganizes them, and starts seriously cleaning out all the areas he knows have orcs and dwarves, using his skeletons as an advance force. Note that the skeletons listed in the room descriptions are the only ones he has. He can't get any more unless his followers kill more foes and bring back the bodies. He may also bring back the bodies of his own fallen followers.

General Description of Illefarn

Illefarn is divided into several areas, each containing a number of rooms (see *Maps 8-18*). The various levels of Illefarn are connected by stairways, ramps, and shafts (see *Map 19*). While many of the rooms are empty, others contain monsters, treasures and obstacles; these are detailed in the room descriptions. The PCs will also have to deal with a variety of traps as well as wandering patrols representing the dwarf, orc, and necromancer factions.

Appearance

Illefarn is a dark place. The dwarves and orcs who live here can see in the dark and have no reason to light it up with torches. Only the areas occupied by Kelthas and his followers are lit by torches. The areas are ventilated by small air shafts located throughout the complex.

Most of the rooms have walls and ceilings made of worked stone. The floors are cobblestone. Many of the rooms have faded and defaced wall paintings and carvings.

Treasure

The dwarves who left Illefarn took most of their furnishings with them. However, they did leave behind some treasures, expecting to come back later to reclaim them. Moreover, most of the remaining dwarves were driven out of their dwellings and often did not have time to remove their personal valuables. Some they hid just before they died.

Traps

Old Traps

The original inhabitants of Illefarn had no reason to set traps for intruders, as they had a strong guard of dwarven fighters to protect them. However, once most of the original inhabitants left, those staying behind had to protect themselves, so they set up several traps in areas they were no longer using and were unable to guard. Over the centuries, many of these traps have lost their potency, but some are still deadly.

Roll 1d6 on the *Old Trap Table* whenever a PC enters an area on a map marked with OT. Details of each trap follow the table.

Roll Result

1	Acid
2	Crossbows
3	Pit
4	Deadfall
5	Moving Wall
6	Cage

1. Acid. A panel in the ceiling opens up and a pot of acid upends on the person below. The acid has long since evaporated, but the pot has a 50% chance of coming off its supports and hitting the victim. If the victim fails an Ability check against his Dexterity, he takes 2-8 points of damage.

2. Crossbows. A volley of arrows fires from crossbows hidden in the corner of



the ceiling. They fire as if from an F7 archer and hit everyone in the 10-by-10-foot area. Roll 1d10 to see how many arrows actually fire, and distribute the attacks randomly among the targets in this area.

3. Pit. A 10-foot deep pit opens in the floor. The trap has a 50% chance of opening all the way, otherwise, a successful Ability check against the victim's Dexterity prevents him from falling in. Anyone with a Dexterity of 12 or less must make an Ability check to pass safely around it. Anyone who falls into the pit lands on rusty iron stakes and takes 2d4 points of damage.

4. Deadfall. There is a 50% chance that this deadfall may have already been sprung. If so, there is a mound of rubble on the floor, with a further 50% chance of a dead orc underneath it. If not already sprung, it does 1d10 points of damage to the victim.

5. Moving Wall. This moving wall has a 50% chance of working. If it works, it will crush its victims into the opposite wall. The mechanism is old, however, and takes three rounds to work; anyone dumb enough to stand still will die.

6. Cage. There is a 50% chance that a cage will fall from the ceiling to capture anyone in the 10-by-10-foot area. It has an AC of 4 and 20 hit points.

New Traps

Since Korin Ironaxe and his followers are gravely outnumbered, they have rigged a number of new traps. Their traps are not as elaborate as those of their ancestors, because they don't have the time or materials. They have occasionally sprung an old trap and have repaired the mechanism to make it work again.

Roll 1d6 on the *New Trap Table* whenever a PC enters an area on a map marked with NT. Details of each trap follow the table.

Roll Result

1-3	Pit
4	Deadfall
5	Net
6	Firebomb

1-3 Pit. This is identical to the pit described in the *Old Trap Table*, but this one opens every time.

4. Deadfall. This is identical to the deadfall described in the *Old Trap Table*, but this one works every time.

5. Net. This net drops from the ceiling on everyone in the 10-by-10-foot area. It has an AC of 7 and 15 hit points.

6. Firebomb. A flask of oil drops from a nook in the ceiling and hits the floor. There is a 60% chance that the striking mechanism built into the flask works. If it does, there is an explosion in a radius of 10 feet. Anyone caught in the explosion area must make a saving throw vs. dragon breath. Anyone who fails takes 4d6 points of damage. Additionally, the gear of those who fail their saving throws catches fire. They take an extra 1d6 points damage in the next round and any further rounds until someone spends a round putting the fire out.

Dealing with Traps

All of the traps presented here are progress traps meant to slow up or kill anyone entering certain areas. There are several ways these traps are triggered. One is by activating a pressure-sensitive plate on the floor. Pit traps collapse the victim into the pit if he weighs more than 10 lbs. or so. Other traps may be activated by a tripwire at ankle height.

There is always a chance that PCs will find a trap before it springs on them. Thieves and dwarves have natural abilities to find traps, but any seasoned adventurer will likely have an eye out for traps, especially if one has wounded or killed a comrade. Any PC moving slowly through a corridor or chamber can be assumed to be looking for a triggering mechanism. In this case, succeeding in an Ability check against half the PC's Intelligence means he spots the trap. (For instance, a PC with an Intelligence of 12 spots the trap on a roll of 6 or less on 1d20. A PC with an Intelligence of 13 spots the trap on a roll of 7 or less.)

Since only a single cobblestone is commonly used as a pressure plate, the first person over the trap will not necessarily

trigger it. Feel free to roll randomly to determine which party member actually triggers the mechanism. If the party specifies that everyone is walking in the footsteps of the leader, roll for the leader activating the trap. If he doesn't, roll Ability checks against the Intelligence and Dexterity of each member of the party to see if any were distracted or clumsy and thus activated the trap anyway.

Finally, remember that traps are used most effectively if they are only encountered occasionally. It isn't much fun for the party to run into one trap after another with nothing else to break up the action.

Patrols

As the PCs explore the various areas of Illefarn, there is a chance they will encounter patrols from one or more of the dwarf, orc, and necromancer factions. In most cases, the Dungeon Master decides the composition of these patrols, using the guidelines given in the previous descriptions of each faction.

Each area description contains its own *Patrol Table* that gives the chances for encountering a patrol from each faction in that area. Each time the party is about to enter a room, roll 1d6 on the *Patrol Table* for that area to see which patrols are present. If two patrols are present, there is a potential three-way battle. If a room has two or more entrances, the patrols are encountered inside the room. If the room has only one entrance, the encounter takes place outside the room in the corridor.

As explained before, the different factions have different motivations and priorities. The orc faction wants to destroy everyone else. The dwarf faction wants to destroy everyone else. The dwarf faction are potential allies whose first priority is to get back to their leaders with information. The necromancer faction could go either way; their unpredictability makes them dangerous. The Dungeon Master should emphasize consistency and common sense in determining the reactions of the patrols.



If a patrol spots the PCs or learns of disturbing activities of an opposing faction, the news should eventually get back to their leaders. Likewise, if a patrol is killed, the leaders of that faction will become concerned and will start sending out scouting parties. To stimulate this, the chance of encountering a patrol in a given area increases by 1 for every encounter that has taken place, up to a chance of 1-3 on a 1d6. This increased chance goes into effect two hours after the first encounter.

Area and Room Descriptions

Many rooms are essentially empty, except for the possibility of patrols. It is up to the Dungeon Master to describe these rooms. Here are a few things to keep in mind.

First, some of the rooms are very small, but some are very large, larger than a torch or *continual light* spell could reveal entirely. Be sure to describe only what the PCs can actually see.

Some rooms, such as the one the PCs

first enter, haven't been visited in quite a while. Since the dust is thick on the floors, indications of previous occupants are obvious. In other rooms, such as ones used as living quarters for the various factions, there is little dust and therefore few ways of telling whether one occupant or a thousand have been there.

To help with descriptions of uninhabited rooms, a *Room Description Table* is provided below. Roll up to four times on 1d6, ignoring any obviously contradictory results. Incorporate these results in describing rooms. Use of this table is entirely optional.

Roll Result

Roll	Result
1	Empty Room
2	Footprints
3	Cobwebs
4	Rats
5	Body
6	Meal Remnants

1. Empty Room. No one has been here in ages.

2. Footprints. Footprints in the dust

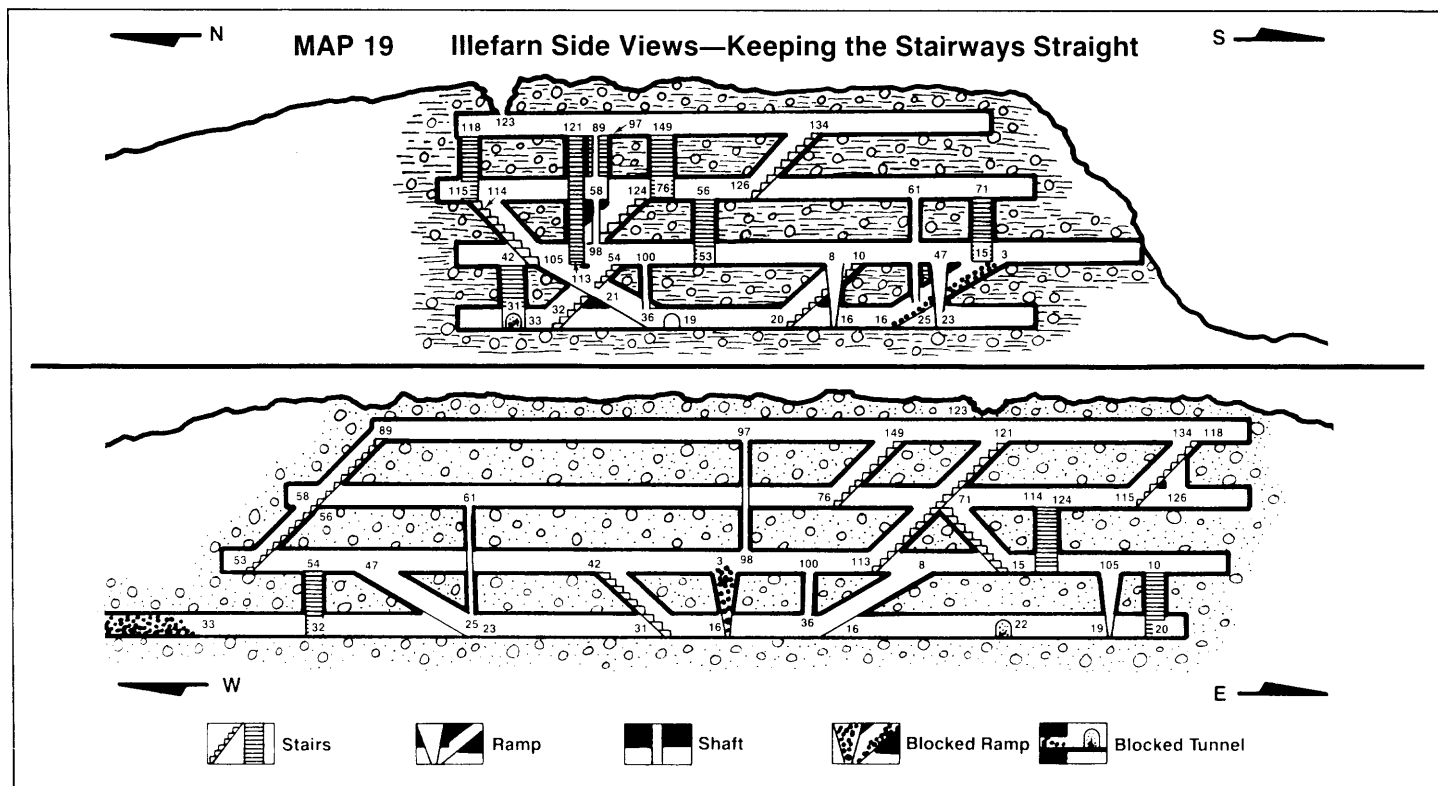
indicate that anywhere from three to nine people (or creatures) have walked from one door of the room to another, or circled around and gone back through the same door, if it only has one.

3. Cobwebs. In a corner of the room is a pile of broken stone furniture covered with dusty cobwebs. There are no signs of spiders.

4. Rats. A small pack of rats scatters as the party enters the room. Any PC with *speak to animals* may talk with them. The rats tell about "big feet" wandering around and killing each other.

5. Body. In a dark corner is a rat-gnawed body of an orc. The body is decomposing, obviously dead for several weeks. From the tracks in the dust, it appears he crawled into the room to escape and died.

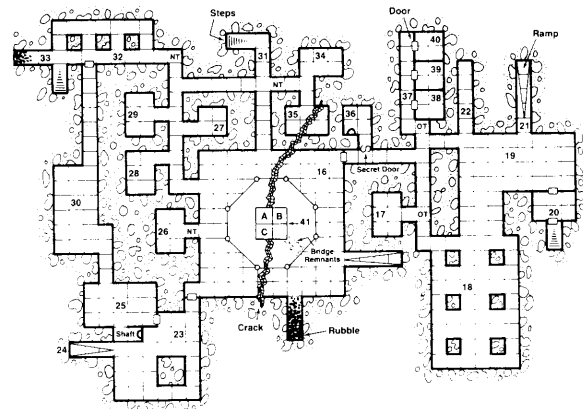
6. Meal Remnants. Someone has used this room to have a meal. There are cooked bones of small animals and fabric food wrappings scattered on the floor.





MAP 9 Area B—Social Areas, Workshops

- 41A Airlock**
- 41B Machinery for Rm 101**
- 41C Control Room**



Area A

This was originally a workshop area where stone was brought in from the quarries outside to be formed into whatever was needed. This area is largely empty.

Section 1. The massive metal doors open into the hallway strewn with debris which leads to room 2.

Room 2. The ceiling and walls of this room are laced with cracks, all running north and south, just like the earthquake line.

Rooms 2-7, 9, 11-14. These are all empty; extensive orkish graffiti decorates the walls. The original uses of these

rooms is unclear, although 6 and 11 were probably latrines. If a PC stands on the northern floor of room 3 and looks down the ramp which leads to Area B, he will see it is filled with rubble from the earthquake and can no longer be passed through.

Room 8. This room contains a ramp leading down to Area B. This is how the orcs usually get to that area. The passage leading to this room has been reduced to a width of 5 feet by a moving wall trap which was sprung by orcs but did not work properly.

Room 10. Kelthas and his followers discovered the secret door in this room by

coming up the stairs from Area B. This is their entry point to Area A. Retreating bandits head for this room and are likely to leave it open when running for help.

Section 15. This section contains a stairway used by orcs and goblins to enter Area A from Area D.

Area A Patrol Table

Roll	Faction
1	Dwarf and Necromancer
2	Dwarf
3-4	Necromancer
5	Necromancer and Orc
6	Orc

Area B

Room 16. A large crack runs through this room from the north wall to the south wall. The crack is about 6 feet deep and from 3 to 5 feet wide. In the center of the room is a pillar 20×20 feet that rises to the ceiling, with the exception of the southeast corner of the pillar. There, it ends in a balcony about 20 feet above the floor. The entire pillar is surrounded by a large pool; the pool, however, is dry. Water spilling from the fountains on the pillar which would normally fill the pool now runs into the crack. Water runs through the crack in the south wall, into the mountain, and out again into Laughing Hollow. This is the source of the pollution contaminating the Delimbiyr River.

Leading from the balcony on the

southeast corner of the pillar to the edge of the pool facing the balcony are the remnants of what might have once been a bridge.

Section 22. This is a tunnel leading to some other portion of the dwarven mines. It is now totally collapsed and unpassable.

Section 24. This section contains a ramp linking 23 and 47.

Room 25. Four of Korin's followers are always in this room, ready to stop any orcs coming down the shaft from room 61. One of them is usually a spellcaster, either a dwarf cleric or gnome illusionist. If someone approaches the door from room 23, they stand ready to repel them, but they do not open the door themselves.

If anyone entering the room does not have the hammer amulet provided by

Dervan Ironeater, the followers of Korin attack.

Section 33. This is a tunnel to some other portion of the dwarven mines, now totally collapsed and impassable.

Room 36. This room contains a shaft leading up to room 100. The shaft is unknown to any of the current occupants of Illefarn.

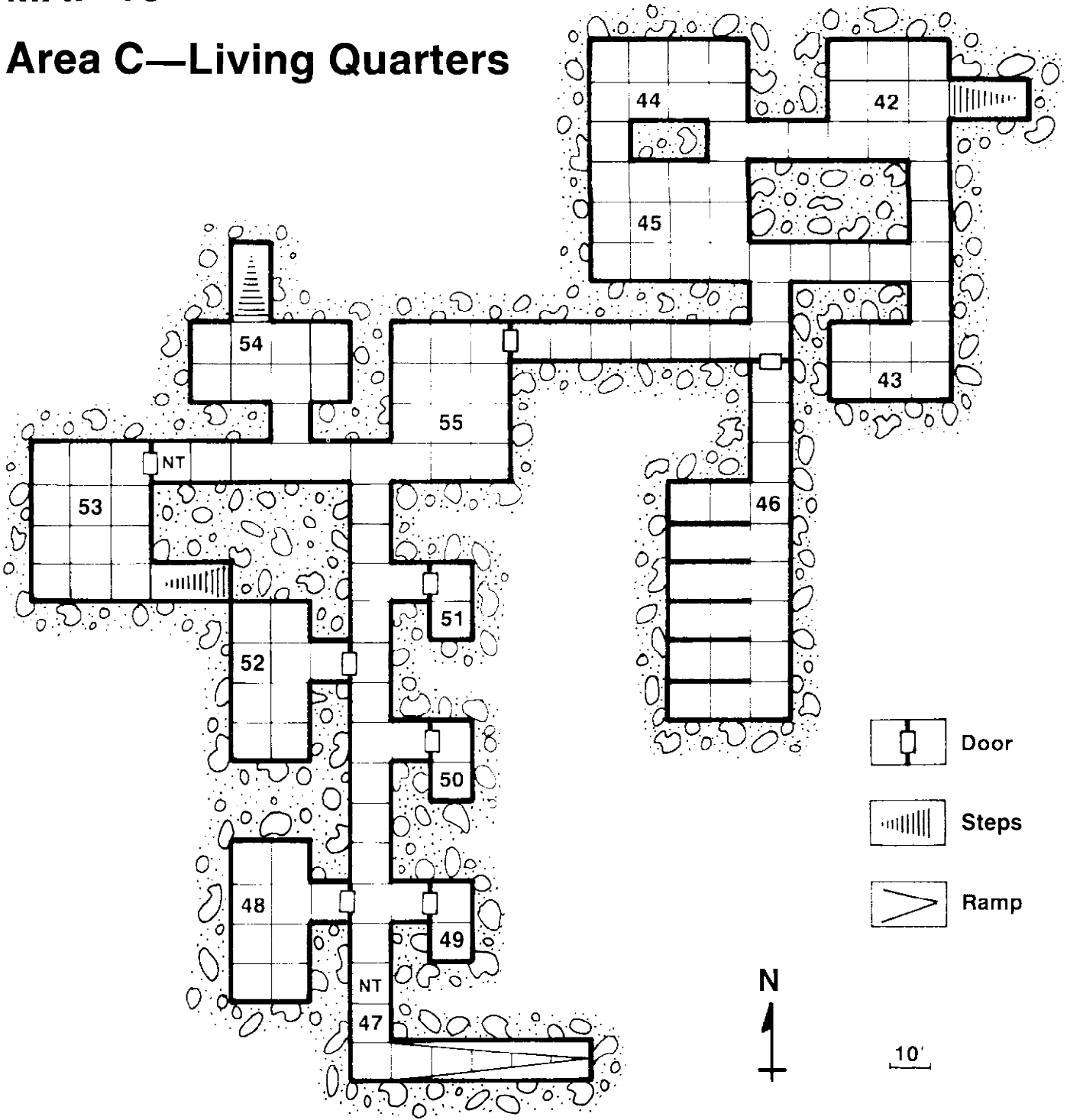
Room 41. This room is actually the pillar in the center of the pool in room 16. The pillar contains the mechanism for the fountains that are now pouring polluted water.

There is only one obvious way to gain access to the interior of the pillar; PCs must climb the 20-foot wall to the open balcony on the southeast corner and then look for an entrance. The wall can be climbed by any PC who makes two successful Ability



MAP 10

Area C—Living Quarters





checks, one against his Dexterity and the other against his Strength.

There are two gargoyles on the rails of the balcony who come to life when anyone attempts to climb the wall. They come to life when a PC has climbed more than 10 feet up the wall. Once the gargoyles come to life, they continue to attack as long as anyone is within 20 feet of the wall. A PC with the thief climbing ability can fight normally, but any other PC fighting while climbing will do so at -2.

Gargoyles (2): AC 5; MV 9"/15"; HD 4+4; hp 22, 24; #AT 4; Dmg 1-3/1-3/1-6/1-4; THAC0 15; SD +1 or better weapon to hit; AL CE; XP 240.

Once past the gargoyles, a door in the north wall of the balcony section of the pillar leads to a 10x10 foot room. This is the control room. There is a door on the west wall of this room leading to the air-lock described in room 101.

There are four large switches set around a thick central pillar in this room. All but the northern switch have been pulled up. If the east and west switches are pulled down, the fountains of contaminated water are shut off. If the southern switch is pulled down, there is a change in the sounds of the running water and the machinery, but there is no other obvious effect. However, see room 101 for the actual effect of pulling down this switch.

If the northern switch is pulled up, several concealed fountain mouths open up and pure water starts flowing into the pool and into the crack. This switch activates the alternate water source which has not been polluted. If the northern switch is pulled up while the eastern and western are still up, the polluted water is diluted, but not enough to make any significant difference.

Area B Patrol Table

Roll Faction

- 1 Dwarf and Necromancer
- 2 Dwarf
- 3-4 Necromancer
- 5 Necromancer and Orc
- 6 Orc



Area C

This was originally a dwarf living area. Some of the food of the dwarves was stored here. Live animals were also kept here in the stables. Now it is used as the headquarters for Korin Ironaxe and his followers.

Room 42. Four of Korin's followers are on duty here at all times. They are guarding the stairs that lead down to room 31 below.

Room 43. The dwarves and gnomes use this room as a workshop for armor and weapons maintenance.

Room 44. This room is used as living quarters for the gnome illusionists.

Room 45. Five dwarves and the three gnome fighters live here. Four of the members of this group are usually the ones on guard duty in room 42.

Room 46. This room contains the stables. Korin keeps the four mules his group uses as pack animals for their expeditions here. One dwarf is always on stable duty.

Section 47. This section contains a ramp leading to room 23.

Room 48. Korin Ironaxe has adopted this room as his permanent domicile. The treasure he and his men have accumulated so far is kept here. In three locked iron chests he has 1,250 sp, 500 ep, 400



gp, 50 pp, and a *necklace of missiles* with one 7d6, one 5d6, and three 3d6 fireballs. Korin doesn't trust using the necklace in close quarters, so he hasn't worn it. He also hasn't allowed any of his followers to use it.

Room 49-51. Two of these rooms were used as concealed treasure rooms. The third was used for general storage. This changed after Korin and company arrived. Now all three are used as latrines.

Room 52. Ibin, Kain, and Gorn live here when they are not on guard or patrol duty or when they are not leading worship in room 94.

Room 53. This room contains a stairway leading to room 94.

Room 54. There are always two of Korwin's followers standing guard here, ready to aid or cover their comrades from room 32 below should the need arise.

Room 55. This is the cooking area for the dwarves. Vents in the ceiling take the smoke outside.

Area D

This was a general living area for the dwarves. There were small domiciles for families and larger ones for groups of bachelors. There were also some rooms used for recreation areas and personal workshops. The dwarves originally came through the outside entrance located in this area. It is still used occasionally to get supplies and news from relatives in Daggerford.

Room 56. There are always three of Korin's followers on duty here, including one cleric. Through concealed viewslots, they keep their eyes on room 57 to see who's using the entrance and also on the north passage leading to the temple of Moradin.

Room 57. The south passage of this room leads to the secret entrance to the outside used by the dwarves.

Room 58. The walls of the corridor leading to this room are decorated with paintings illustrating the legendary feats of Moradin Soul Forger and his lesser associated deities. The stairway in this

room leads up to room 89.

Room 61. The notable feature of this room is the shaft leading to room 25 in Area B. Waiting at the bottom of this shaft are dwarves ready to kill anything that climbs down the rungs.

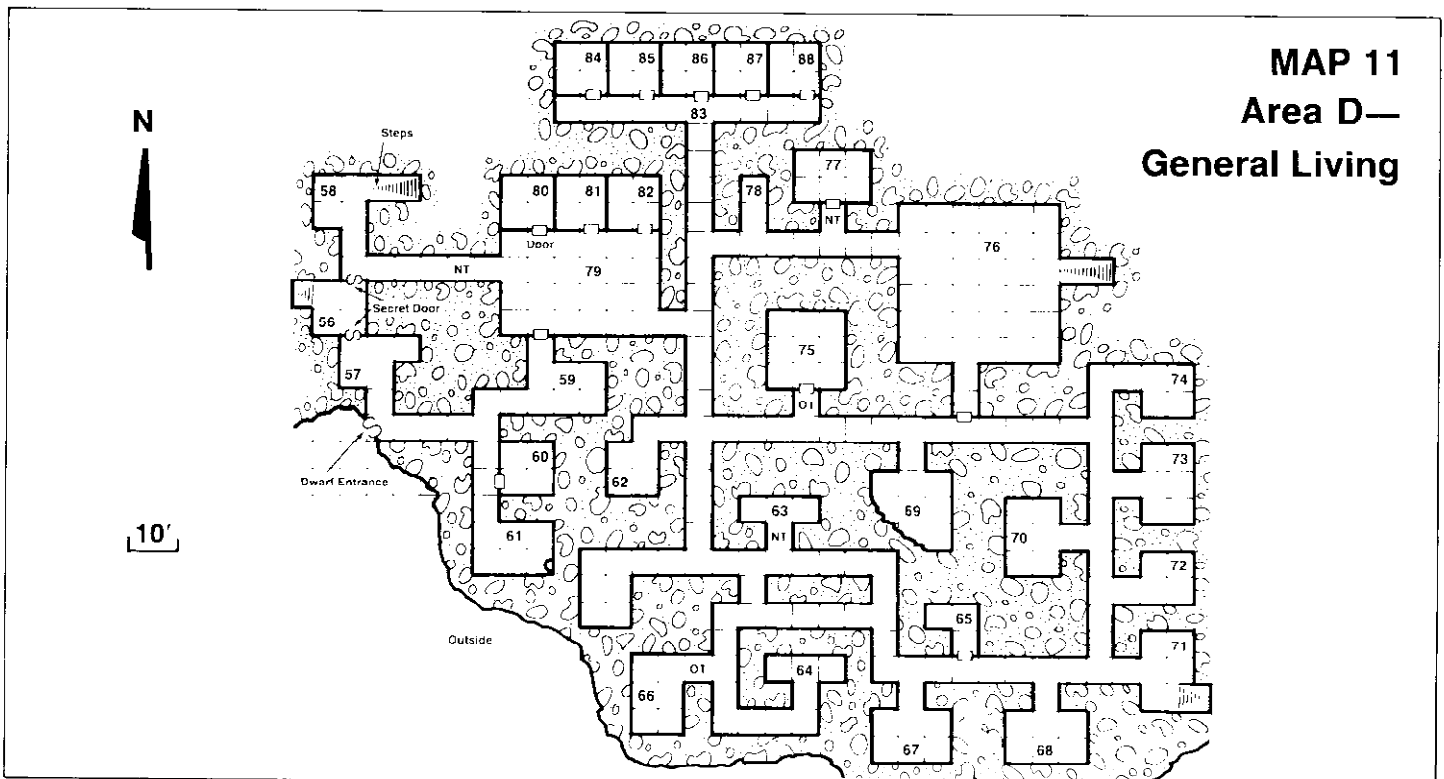
Room 65. This room is used as a latrine by the orcs.

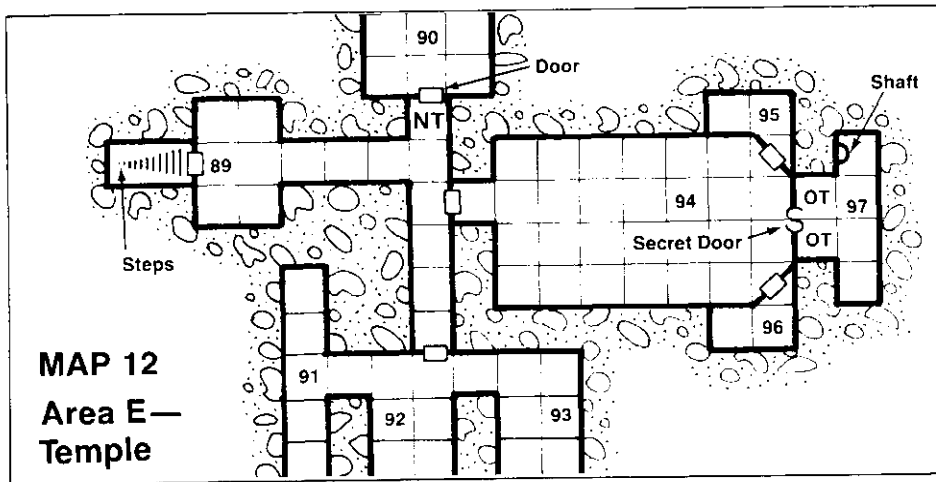
Room 76. This room is used as a headquarters by the orcs. There are always nine orcs, 21 goblins, and one ogre here. Of this group, three orcs and seven goblins are always on patrol in the area. The rest guard the stairway which extends into the center of the room.

Rooms 66-75, 77-78. These rooms are regularly patrolled by the orcs. The chance for an encounter with orcs in these rooms is 1-4 on 1d6.

Area D Patrol Table

Roll	Faction
1	Dwarf and Orc
2	Dwarf
3-6	Orc





switch has been pulled up, in which case the pool has refilled from the alternate water source.

On the shelf on the north wall in this room is a *helm of underwater action* and *gloves of swimming and climbing*. These are used to dive into the south end of the pool and swim to an airlock door. Entering that door and closing the door behind the diver automatically drains the water out of the room. This allows the diver to open the opposite door which leads to room 41 and the controls for the fountains.

If the party is working directly with the dwarves, the dwarves insist on retaining the helmet and gloves for future use. They allow the party to use these items as long as they are in Illefarn.

Room 103. This room was King Devin's robing room. In a chest along the eastern wall is a suit of *bronze plate mail +1*. Because of its fine craftsmanship and many jewels, it is valued at 28,000 gp. This is the ancestral royal armor of the dwarves of Illefarn, and dwarves will pay its full value in gold or trade to get it back.

Hanging on a rack on the western wall is a *cloak of elvenkind*. Any old elf, such as Sir Elorfindar, will recognize this as the cloak given to the king of the dwarves by the royal house of the Fallen Kingdom.

On a padded shelf on the southern wall is Devin's crown. The crown is studded with 5 diamonds, 10 rubies, and 15 fire opals enchanted in the same manner as a *helm of brilliance*, but these can be recharged. The crown also has a double strength *fire resistance*, just as a *helm of brilliance* does. Additionally, it acts as a *helm of telepathy*, a *stone*

Area E

This was a temple to Moradin Soul Forger, the main god of the dwarves. The walls and ceilings are covered with paintings and carvings which have been chipped and defaced by the orcs. Some of this artwork has been partially restored, thanks to Korin and his followers.

Most of the rooms are empty and therefore are not described below. Room 97 is protected by a secret door, and none of the current occupants of Illefarn knows about it.

Patrol encounters are handled differently in this area. When the PCs first enter this area, roll 1d6. A result of 1 means that room 94 is occupied by a patrol; roll on the **Patrol Table** to find out which. Roll 1d6 after each room is explored. A roll of 1 means that a patrol is coming up the steps into room 89.

Room 97. No one has found the secret door leading to this room since the last regular dwarven priest died defending his shrine centuries ago. The room contains six gold and platinum statuettes depicting a dwarven god in a swirl of stars. The statuettes are worth a total of 300,000 gp. The dwarven reward for

their return is 30,000 gp. There is also a collection of pendants, scepters, and other religious items not connected directly with the worship of Moradin worth a total of 50,000 gp. These items have no particular religious significance for the dwarves. Finally, there is a *stone of controlling earth elementals*, a *spade of colossal excavation*, and a *mirror of mental prowess*.

If the PCs are working with the dwarves when they make this discovery, the dwarves claim the religious items, the *stone of controlling earth elementals*, and the *spade of colossal excavation*. They allow the PCs to use the magical items as long as they are working for the benefit of the dwarves in Illefarn. They give the *mirror of mental prowess* and the non-religious items to the party as a reward.

Area E Patrol Table

Roll	Faction
1-3	Dwarf
4	Dwarf and Orc
5-6	Orc

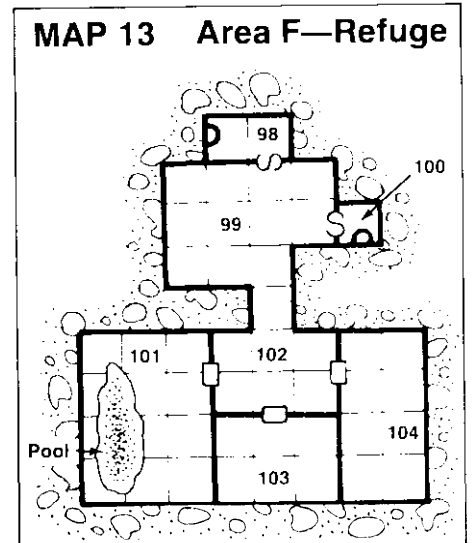
Area F

Room 99. This room contains a stone statue of an armored dwarf. The statue comes to life when anyone enters from either 98 or 100. It attacks unless the person entering gives the password, which is known to Korin Ironaxe. (The password is "peace.") It freezes to immobility again if the person entering goes back to 98 or 100, but it chases anyone moving from 99 into 102 and beyond.

Stone golem dwarf: AC 5; MV 4"; hp 50; #AT 1; Dmg 3-18; THAC0 10; SA slow spell every other round; SD only +2 weapons can hit, immune to most spells; AL N; XP 3,250.

Room 101. Entering this room can be deadly. The pool in this room is full of contaminated water from room 16. Since the room is so small, it is filled with poisonous fumes. Anyone entering the room or standing in room 102 suffers the equivalent of a class C ingestive poison attack (see the *Dungeon Masters Guide* for details of this kind of attack). Because the contaminant in the water is a variant of green slime, a *cure disease* spell is needed to help a victim, not a *neutralize poison*. This is obvious to any cleric.

This pool is fed by the southern switch in the pillar at 41. If that switch has been pulled down, the pool is empty, unless the northern





of controlling earth elementals, a ring of protection +3, and a periapt of proof against poison. The crown is valued at 50,000 gp.

Room 104. This room is a secret armory. King Devin established it as a hideaway in case he was caught without his normal gear. However, Devin never got a chance to use it, as he was killed fighting invaders along with everyone else who knew about the refuge.

In this room is a *helm of brilliance* with 7 diamonds, 12 rubies, 24 fire opals, and 40 opals still intact. There is also a set of *plate mail* +2 meant to go with the *helm*, *gauntlets of ogre power*, a *short sword of quickness* +2, and a *crossbow of speed* with 24 bolts +1.

If the party is working with the dwarves, the dwarves are willing to give the party these items if they can use them. If there are no dwarves in the party, the *plate mail* +2 is useless to them. If no one has a proficiency in short sword or crossbow, those items are useless to them. However, the *helm of brilliance* and *gauntlets of ogre power* should be useful to anyone.

Area G

This was an area of workshops and living areas for apprentice craftsmen. It is now used as a

base by Kelthas for some of his followers.

Section 105. A force of six skeletons guards this ramp for Kelthas. The ramp leads to **Area B**.

Rooms 106-109. These are the quarters for many of the demi-human followers of Kelthas. The dwarves live in **106**, the non-clerical half-orcs live in **107**, the half-elves in **105**, and the halflings in **109**.

Room 110. This is the latrine for this group of Kelthas's followers.

Room 111. This is the residence of Karri and Duggwell. They have no idea of the existence of room **112**.

Room 112. This is an ancient dwarf treasure room. No one has disturbed this room for centuries. Inside are five pots and four vases, all superbly crafted and worth 500 gp each.

Room 113. Six skeletons guard this stairway leading to room **121** in **Area H**.

Area J

This area contains some living quarters and is also a landing for the stairs going up to the next level.

Room 118. This is the bunkroom for the remainder of Kelthas's human followers who guard the stairway coming up from room **115**.

Room 119. This room has been made into a shrine to Myrkul by Jorykul and his acolytes, who also live here. Heaped before the altar is the treasure thus far found by Kelthas's minions: 1,400 sp, 2,000 ep, 1,500 gp, 300 pp, five turquoise pieces (worth 15 gp each), six pink pearls (150 gp each), two black opals (1,200 gp each), three silver necklaces (300 gp, 1,100 gp, 2,500 gp), a *battle axe* +2 and a *sword, flame tongue*. Jorykul intends to destroy these last two items in a sacred ceremony in honor of Myrkul.

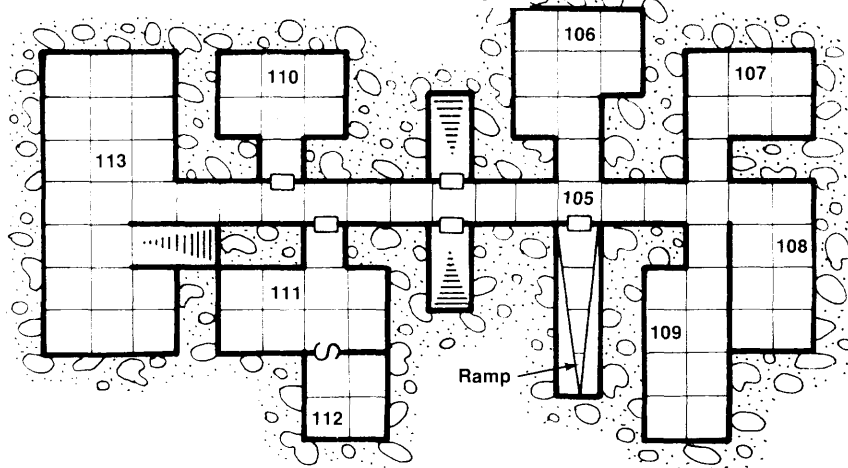
Room 120. This is the headquarters and living quarters for Kelthas. Bryn also lives here.

Room 121. This room contains a stairway leading to **113**.

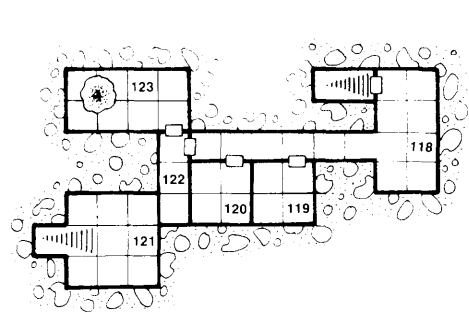
Room 122. Six skeletons stand guard here at the north door. They attack anyone who attempts to enter room **123**. Otherwise they are immobile.

Room 123. The roof of this room has an opening to the outside, currently covered by a camouflaged tarpaulin. The bandits entered through this opening. There are several small puddles of uncontaminated water on the floor from leaks from outside storms.

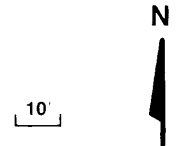
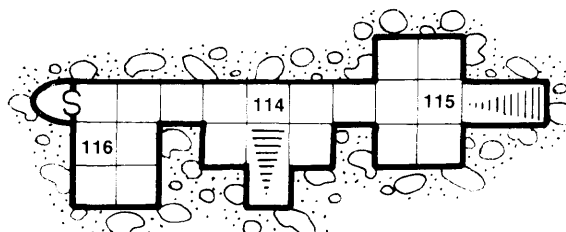
MAP 14 Area G—Workshops



MAP 16 Area J—Living Quarters

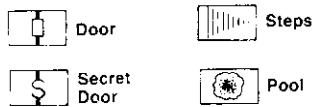
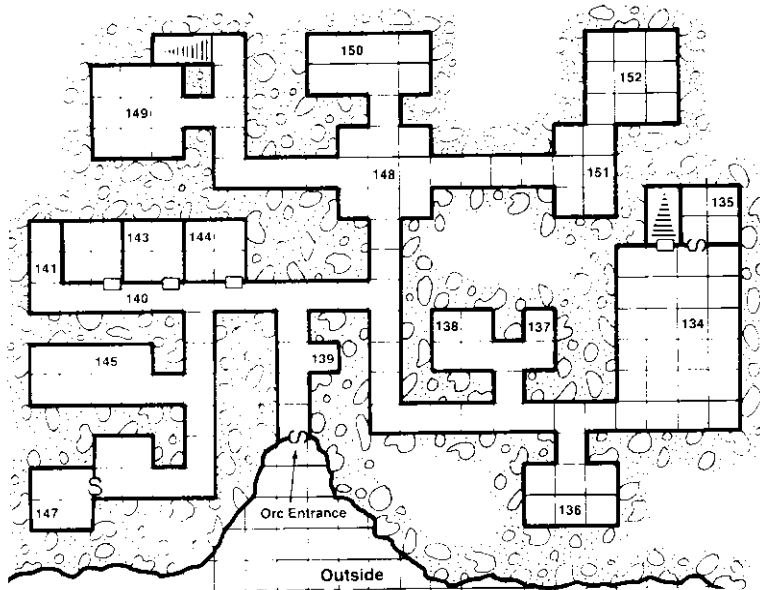


MAP 15 Area H—Living Quarters





MAP 18 Area L—Quarry Workers' Living Area



Area K

This was originally a storage area. It is occupied by orcs, who periodically attack Kelthas and his followers in Area G.

Room 124. Six goblins occupy this room and guard the stairway.

Room 125. Two ogres live here and guard against attacks from 124 and 126.

Room 126-128. These rooms are occupied by goblins who aren't on patrol.

Room 129. This is the treasure room for the goblins. Three goblins are on duty here at all time. So far, their loot consists only of three stone carvings of mules (worth 75 gp each), four turquoise pieces (15 gp each), and 60 gp.

Rooms 130-133. These rooms are all occupied by goblins. Six are on guard duty in corridor 130 and eight each are relaxing in the other three rooms.

Area L

This was originally the living area for the dwarven quarry workers. Now it is the headquarters for the orcs. They found the entrance many years ago.

Room 134. This is the residence and guardroom for 17 goblins.

Room 135. This secret treasure room has never been found by the orcs. It holds the treasure of a guild of quarry workers. On a shelf in the northeast corner is a silver chain of office set with many precious stones worth 3,000 gp, five matched emeralds worth 500 gp each, and a gold statuette of one of the founders of Illefarn worth 5,000 gp (and weighing 3,000 gp).

The treasure is protected by a deadfall, a single granite block which descends from the ceiling and does 6d6 points of damage to anyone in the room not standing within three feet of the shelf. The

block falls if the items are removed from the shelf in any order but chain, statuettes, emeralds. If the block falls, it also obstructs the doorway; it weighs 10,000 gp. Anyone making a successful Dexterity check is able to duck out of the room before the block drops. Anyone left in the room not killed by the block is pinned under it.

Rooms 136-138, 147-148: These rooms are essentially empty, although they are strewn with disgusting orcish debris.

Room 139. This is a guard station. There are always five orcs on duty.

Room 140-144. These are the main orc quarters. There are three orcs living in each. Room 141 is a latrine.

Room 145. This is Wartsnak's headquarters and living area.

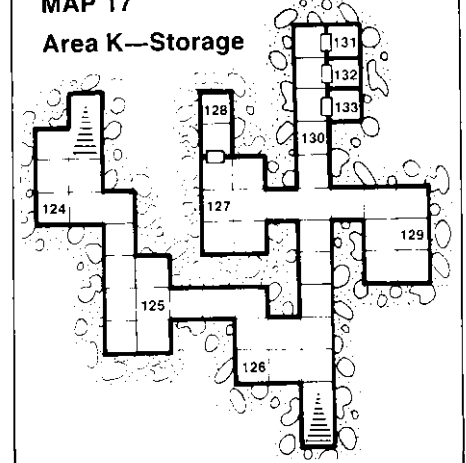
Room 146. The trolls live here, and one is present at all times. The trolls' personal treasure is hidden under some rotting meat in the northeast corner. The treasure includes 400 cp, 300 sp, 55 ep, 40 gp, 3 pp, and a gold necklace worth 3,500 gp.

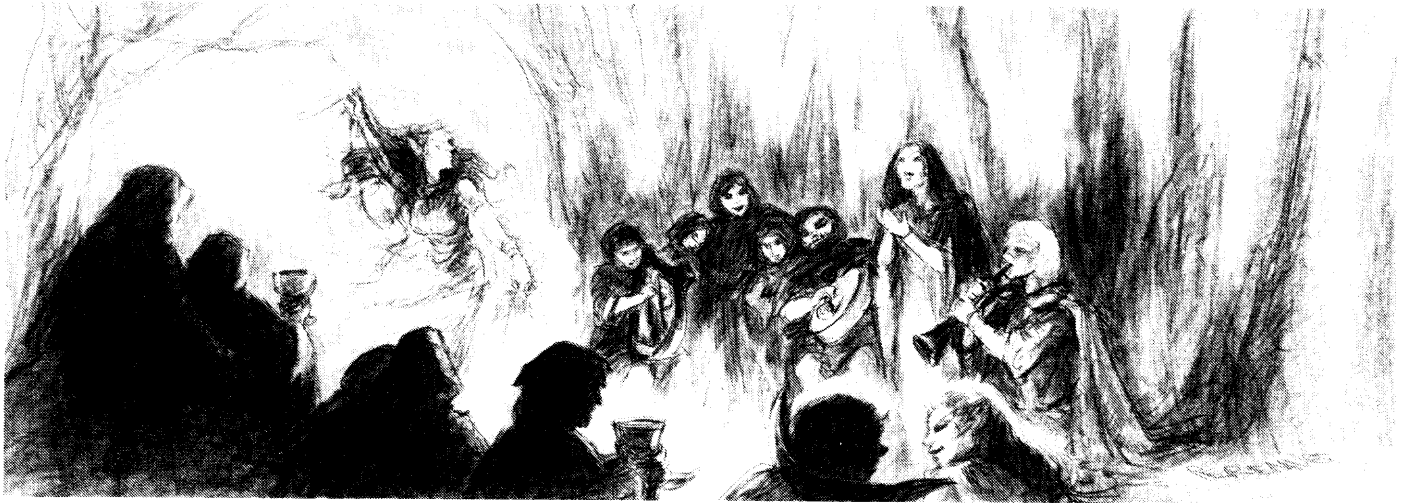
Room 149. This is an orc guardsroom with 10 orcs living in it. At least two orcs are on duty at all times.

Room 150. This is the orc treasure room. One of the trolls is on guard at all times. In this room 500 sp, 450 gp, and three fine granite carvings of dwarves worth 400 gp each.

Rooms 151-152. Stub, Zurch, and Prollot live in these rooms.

MAP 17 Area K—Storage





Success: Stopping the Flow

There is one and only one goal the party must accomplish to succeed in this adventure: stopping the flow of contaminated water. To do this, they must get inside the pillar at **41** and turn off the east and west switches to shut off the fountains.

Just turning the northern switch up will not in itself do the trick. Remember, all that does is activate the alternative water source which dilutes the contaminated water, but not enough to make any real difference. It is not necessary start up the fountains with clean water in this way. If the party starts up these fountains after shutting off the polluted water, the dwarves will be upset that the PCs are wasting the water from their alternate water source, as this water can never be replaced. In fact, it is entirely possible that the dwarves will send the PCs back to shut off the northern switch if they pulled it up.

The best method for fixing the fountains is to wait until the fountains are dry after they are turned off. The fountains and pool can then be cleaned, and the crack can be repaired. The cisterns can also be rebuilt. It is not necessary or expected that the PCs make these repairs, although their help would certainly be welcomed by the dwarves.

If the PCs complete their mission and shut off the contaminated fountains,

they are thanked by a very pleased Melandrach. The Council of Daggerford is also very pleased. For their efforts, the PCs each receive 2,000 gp and 500 experience points.

Failure to complete the mission is another story. Melandrach just shrugs and thanks them for their trouble, but secretly he wonders about the competence of the Daggerford militia and will be reluctant to associate with any of them in the future. The Council of Daggerford is more vocal in their disapproval and is likely to order them back to try again so as not to tarnish the reputation of the militia. Requests for help or additional equipment are denied. If the PCs drag their feet or are perceived as whining, the duke concludes that these militiamen are not cut out for adventuring and assigns them to latrine duty for an indefinite period.

Additional Accomplishments

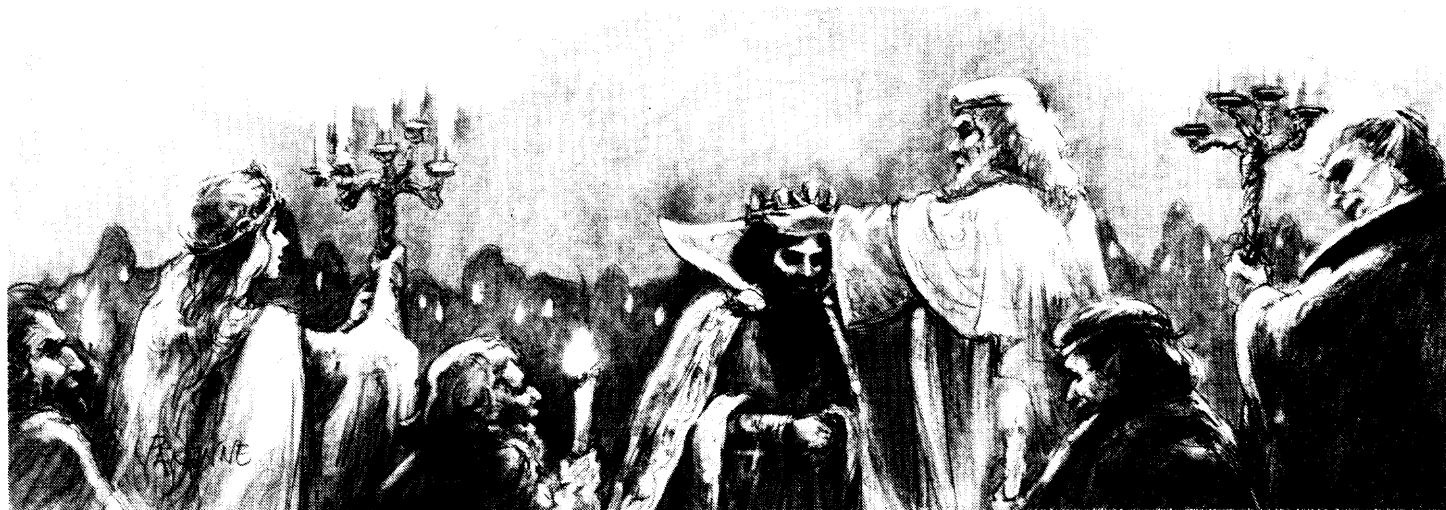
There are other goals the PCs may accomplish in Illefarn, although these are all secondary to shutting off the polluted fountains. They can, for instance, recover the religious artifacts in **Area F** and return them to the dwarves. Korin is especially interested in the crown of Devin. If the PCs get it to him, Korin and his followers are loyal to the PCs for the rest of their days. The PCs are free to keep the items

(if they can smuggle them out), but if the dwarves learn of these thefts, their anger is permanent, possibly doing serious diplomatic damage between the dwarves and Daggerford.

The PCs may wish to clean out as many of the members of the orc and necromancer factions as they wish, accumulating experience points as they do. Note, however, that PCs of 1st through 3rd level will have their hands full tackling Kelthas and some of his more powerful followers. They may wish to battle the more powerful forces in Illefarn when they are rested and are at full strength. Better yet, the PCs would do well to ally themselves with a solid force of dwarves before they take on Kelthas.

To prevent further incursions of unwanted explorers, the PCs may wish to seal up some of the entrances to Illefarn. They may do this at their own initiative or at the request of the dwarves.

Finally, the Council of Daggerford may order the PCs to return to Illefarn to wipe out the orc and necromancer factions, assuming they haven't already, before the conflict grows and spills into other regions.



The following characters have been pre-generated for players to use if they don't have 1st level Forgotten Realms characters ready for the game. Players may feel free to change the names, backgrounds, proficiencies, and secondary skills to make them more like the characters they'd prefer to play.

Aswansea

Elf female, 1st level cleric: AC 4; MV 12"; hp 5; #AT 1; Dmg by weapon; THAC0 20; S 14, I 15, W 18, D 17, C 10, Ch 16; AL LG. Spells:

1st level: *cure light wounds, bless, detect magic, light*

Aswansea always wanted to be a ranger, but she tended to fall behind on training hikes. She is proficient with longbow and great sword, specializing in long sword. Her parents are Moon Elves from Sir Elorfindar's household.

Cork

Human male, 1st level fighter: AC 4; MV 12"; hp 11; #AT 1; Dmg by weapon; THAC0 20; S 16, I 11, W 11, D 16, C 18, Ch 9; AL NG.

Cork is the son of a shepherd who was once an adventurer, and he wants to be an adventurer like his father. Thanks to his father's training, Cork is proficient with shortbow and javelin, specializing in broad sword. He is skilled in animal husbandry.

Edrie Graf

Human female, 1st level magic-user: AC 9; MV 12"; hp 5; #AT 1; Dmg by weapon; THAC0 20; S 15, I 17, W 10, D 12, C 17, Ch 13; AL NG. Spells:

1st level: *magic missile, protection from evil, sleep, unseen servant*

Edrie Graf is an apprentice of Delfen Yellowknife. She has been an apprentice since she was very young and has no other skills besides magic. All of her spells come from Delfen's spellbook. She is very suspicious of any cleric, even those in her own party.

Garth

Human male, 1st level fighter: AC 4; MV 12"; hp 7; #AT 1; Dmg by weapon; THAC0 20; S 17, I 14, W 10, D 16, C 14, Ch 12; AL NG.

Garth is a son of the Delimbiyr family. He has more than a little fondness for the grape. Since his family fears he will drink up all the profits, they encourage him to be an adventurer. A born chance-taker, he worships Tymora. He is proficient with bow and short sword, and he specialized in long sword. He knows enough about the family business to have inkeeping as a secondary skill.

Kira

Elf female, 1st level magic user: AC 6; MV 12"; hp 6; #AT 1; Dmg by weapon; THAC0 20; S 12, I 14, W 15, D 13, C 16, Ch 13; AL LG. Spells:

1st level: *feather fall, jump, magic missile, shield*

Kira is the great-granddaughter of Sir Elorfindar. She has both Gold Elf and Moon Elf in her background. She is an acolyte of Tymora. Kira is a favorite of Bando the Lame and is never seen without the dice he gave her when she became an acolyte. She learns her magic from Sir Elorfindar's spellcasters, and her spells are from his spellbook. Her weapon specialties are mace and staff.

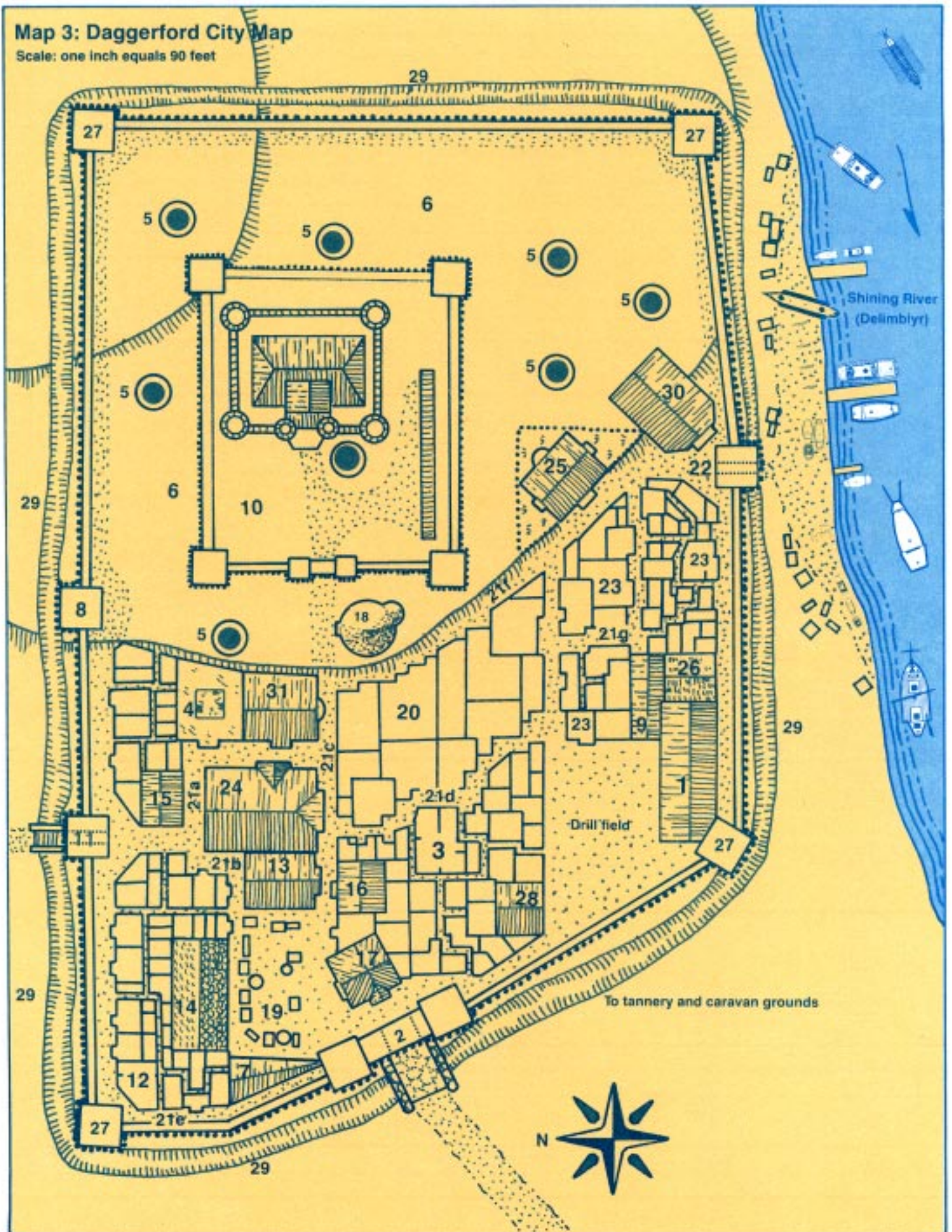
Maelwyn

Human male, 1st level cavalier: AC 4; MV 12"; hp 11; #AT 1; Dmg by weapon; THAC0 20; S 16, I 12, W 15, D 16, C 17, Ch 16; AL LG.

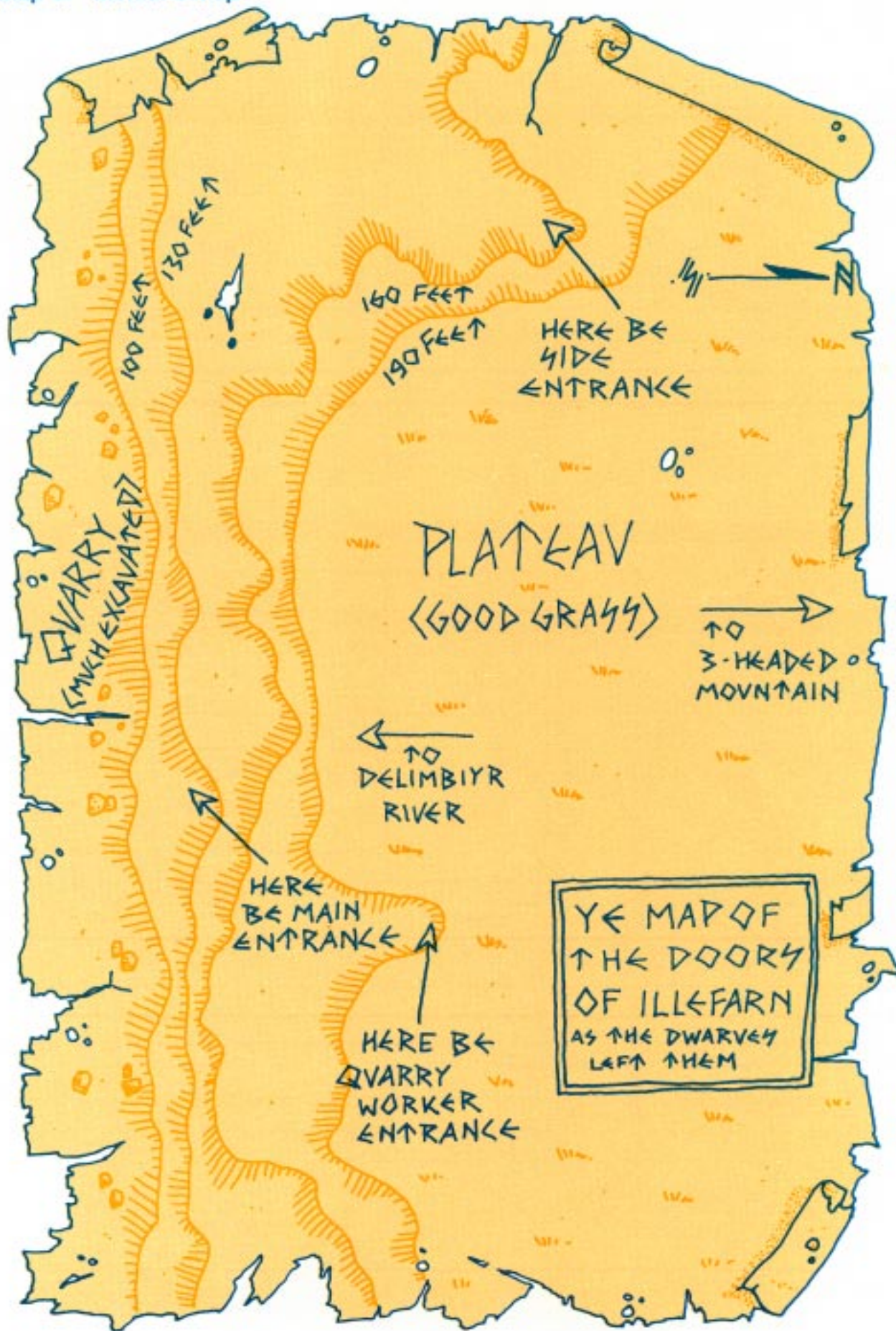
Maelwyn is the son of one of the local barons. He is being taught his duties as a cavalier in the court of Duke Pwyll. As such, he receives much personal attention from Sir Llewellyn and the duke, and Bronwyn occasionally flirts with him. His weapon proficiencies are lance, long sword, and horseman's mace. As a member of the middle upper class, he starts with field plate armor, dagger, long sword, lance, and a heavy warhorse.

Map 3: Daggerford City Map

Scale: one inch equals 90 feet

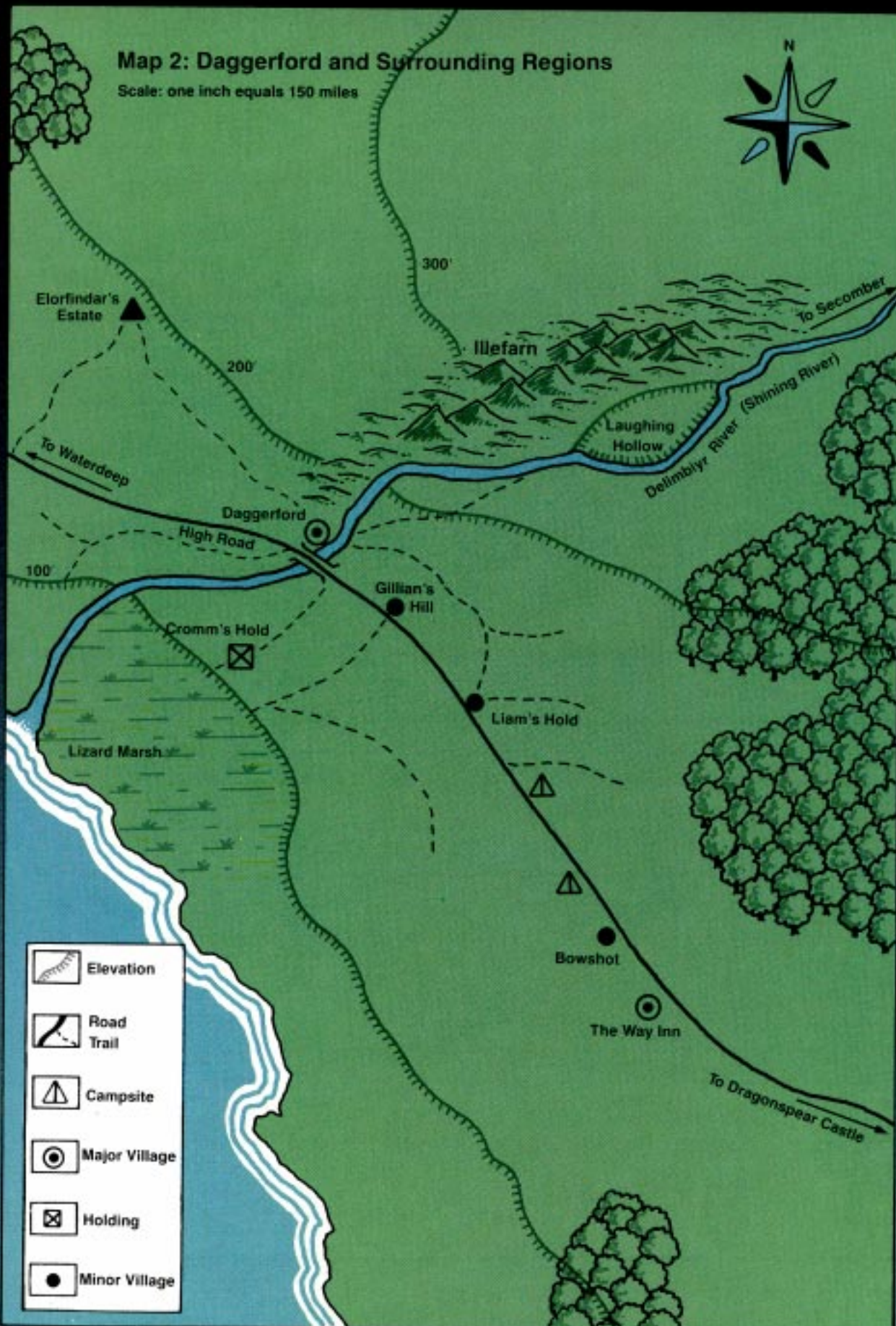


Map 4: Meldar's Map



Map 2: Daggerford and Surrounding Regions

Scale: one inch equals 150 miles



Advanced Dungeons & Dragons



Official Game Adventure

Under Illefarn

by Steve Perrin

A Curse Is On The Land

Daggerford is fairly quiet for a frontier town. Sure, lizard men raid the local baron's holding now and then, orcs sneak out of the Misty Forest to raid caravans on the Trade Way, and lady Bronwyn has a few suitors who are a touch too passionate, but there's nothing going on that a member of the renowned Daggerford militia can't handle.

Except that the Shining River has turned green, and cattle are dying. Except that the Elf King of Laughing Hollow, a place where no human dares to go without fearing for his life, is asking the militia for help. Except that strange substances are oozing from the fissures caused by a recent earthquake. Except that the earthquake also has opened an entrance in the cliffs around Laughing Hollow that might lead to the fabled dwarf mines of Illefarn.

Suddenly, being a militiaman isn't quite as easy as it used to be . . .

Under Illefarn is the first module produced for use with the FORGOTTEN REALMS™ Campaign Set.

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