

A FANTASY ROLE-PLAYING ADVENTURE MODULE FOR LEVELS 4-7

Suitable for use with Advanced Dungeons and Dragons.™*

8402

CATAPULT RUN

A RACE OF EPIC PROPORTIONS

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FANTASY
FACTORY

WELCOME TO THE CHALLENGE OF A LIFETIME! YOU ARE ABOUT TO ENTER ...

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This work is dedicated to creative individuals whose time and effort often go unnoticed.

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INTRODUCTION

This is the first in a group of modules, each of which can be played on its own or as part of the series. **Catapult Run** is an introductory module to a new world—**The World of Cypher**. The module will familiarize players with this world enough to develop a large campaign on this unexplored land. This module is an outline for an adventure that is unique for each party of adventurers. It allows you, the DM, to use your creative talents to weave together several different plotlines into an unforgettable journey.

Catapult Run is a highly unusual module that outlines a race across hundreds of miles of dangerous and unfamiliar territory against several other groups and individuals. The winners of the race, the first to return to **City Cypher**, gain the prestigious recognition as being the "best in the land," as well as a generous prize. **Catapult Run** gives the players a chance to think their way through their interaction with the different groups of NPC's. Players require skill in diplomacy and tact as they battle time as well as monsters.

Containing over 50,000 square miles of detailed mapped territory, this module can be used to generate an endless supply of adventures. By the time you have finished the module, you may have hundreds of other ideas for further adventures in this setting. Perhaps a town adventure for the party to get their gold back after being tricked by a merchant, or a return to the mountains to destroy the hill giants who forced them to retreat. Perhaps an underwater adventure to help the tritons destroy the sahaugin once and for all, or even a journey through **The Dead Forest**, to name just a few. Using this module as a guideline, you can change or adjust any part of the adventure to suit your individual campaign.

STARTING THE RACE

Before reading any further into the module, read through the section on **NPC Parties** at the back of the module and become familiar with each group's story.

After the party has arrived in **City Cypher** they will notice some posters hung on walls all over town. They read:

*Gather and band together all ye adventurers
bold! At the foot of Korlinian on the
morrow's rise for the challenge of the RUN!*
(signed) Rolth

Many rumours are circulating about this very important event that occurs only once in every 7 years. In fact, it seems that the townspeople can talk of nothing else. Those who mention entering the race are given great respect. Many of the past entrants never returned from their journey, but those who did are highly honoured. Winners of the race are universally considered to be heroes and gain a sizable reward. A special magical item designed by Rolth is ceremonially awarded to the winners at the end of the race. No one knows exactly what the item will be until it is presented; its identity is a closely guarded surprise. The huge, 200 foot tall statue of Korlinian, the legendary hero of ages

ENTRY INTO CYPHER

If you already have adventures using other characters in a different type of world, you can transfer your characters to this world. You are limited only by your imagination as to how this transfer occurs. Here are some ideas you may want to use.

1) The party encounters an old man who claims to be from another land full of riches and danger. He has a medallion that can take him home at any time and will invite the party to return with him. He is none other than **Rolth Tazor** (see **NPC Notes**) in one of his many disguises. He will teleport the party, even if they refuse his invitation, to the base of the mesa at **City Cypher** and will promptly disappear.

2) A shimmering archway of many constantly shifting colours appears in front of the party as they travel through a cave, dungeon complex, dark forest or similar setting. The archway is a one-way passage to Cypher, created by a chance crossing of the inner planes, opening a portal across space for the character's use.

3) An interesting alternative for DM's who enjoy science fiction role-playing games is to design an adventure in which the party meets up with beings from a space civilization. After several encounters among the stars, the party ends up abandoned on the **World of Cypher**. It is **STRONGLY** suggested that the party doesn't possess high-tech weapons and equipment when they're in Cypher as it would unbalance the design of the module. Laser rifles and other similar equipment are fun in a science fiction game, but don't belong as fixtures in a fantasy game.

past, is carved into the rock of the mesa. All of this is common knowledge to the townsfolk and most are more than willing to discuss the race.

At dawn of the next day a large crowd is gathered around the left foot of the huge statue, but all keep their distance. As the first rays of the sun show over the horizon a young man in a white robe suddenly appears out of thin air, hovering a few inches above the foot of the statue. The crowd goes quiet as he reads:

*"The mighty wizard Rolth Tazor hereby
declares that all participating in this
hept-annual event shall step forward and
approach the foot."*

At this point, the other NPC parties stride forward, while the rest of the crowd inches back. After a few moments pause, the robed figure continues:

*"Very well. You are all aware of the
dangers involved in this journey and, by
participating in the race of your own free
will, assume the responsibility of your fate,
for better or worse. As you all know, this
crystal orb..."*

With a wave of his hand a crystal orb about 2 inches in diameter, hung on a chain, appears around the neck of the leader of each party. This crystal orb prevents the bearer from teleporting by any means, spells and psionics that act in a similar fashion are also prevented from functioning.

...must be placed in the peak of the crown on Korlinian's head. The first team to do so wins. There are no other rules. The contest will begin with the clap of my hands. Any questions?... Right, off you go!"

The messenger only allows a second of two after asking if there are any questions, and even if the party thinks of one, it will be ignored. Immediately upon stating the last line, he claps his hands. At that instant, the party is teleported to a beach in the mountains and the fun begins. Notice that when they start the adventure, the party does not know who Rolth Tazor is or where they are when they land. Much of the fun of this adventure concerns the search for answers to the many questions that appear. Good Luck, but more importantly, have fun!

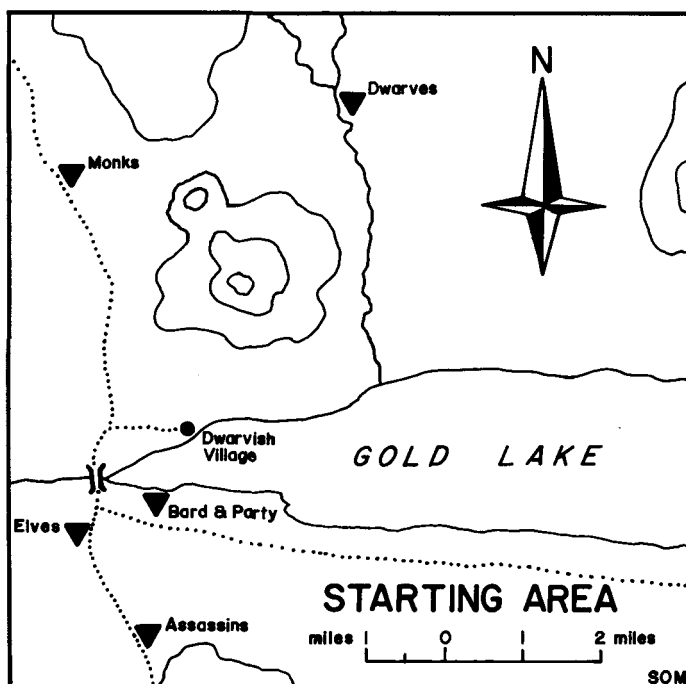
THE WHITE HORN MOUNTAINS

GENERAL NOTES

This mountainous area is a wild, sparsely populated land with each individual village taking care of itself for the most part. It is generally considered unsafe to spend the night outside village walls unless in a heavily armed group, even in the wooded foothills to the east. The dwarves are the self-proclaimed rulers of the area and have good relations with the gnomes of the hills. The forested hills are populated by gnomes in the north but to the south the woods get darker and more dangerous. The mountain range is full of streams and rivers flowing through the steep walled valleys. Many mountains rise above the treeline and most are climbable if attempted on the proper side.

LANDING SITE

"After the clap of his hands many things happen all at once. Your vision blurs and a loud roaring fills your ears that disappears almost as soon as it begins. Your vision clears to reveal a whole new scene. Mountain peaks rise all around you and their shadows extend across the lake in front of you.



It is still dark but the sky is getting lighter in the east. Brushing sand off his chainmail about 20 feet from you is a slightly elvish looking young man, muttering under his breath. Between you and him is the following message scrawled in the sand:

A long and arduous journey lies ahead of you. Co-operation is the key to victory. Good Luck!

(signed) Rolth

The half-elf reads the message at the same time you do and smiles. The lake is about a mile wide and on the other side a few lines of smoke can be seen in the early morning light. A stone wall is visible and figures can be seen moving around near it. To your left the lake narrows and about a mile away is a bridge."

The half-elf is a bard (see **NPC Notes**) and will greet the party in a friendly manner, offering to travel with them. The other NPC parties have all landed within 5 miles of the dwarven village (see map) accompanied by similar messages from Rolth.

BRIDGE

"This low bridge of solid wooden construction spans a 20 foot wide fast flowing river. The support posts are topped by large skulls, apparently for decoration. One dwarf, wearing furs and a very bored expression, casually asks for a toll of 1 sp per person crossing the bridge. He appears unarmed, but carries a horn."

Dwarven Customs Officer (AC 8; MV 12"; HD 11; hp 6; #AT 1; D by weapon—dagger, concealed; SA +1 **damage**). This dwarf will be proud to identify the skulls as belonging to trolls, well used to belong to trolls. He is from the village and has collected 6 gp so far today, from some elves who passed by just a couple of minutes ago. The horn he is carrying warns the village of impending danger.

RANAGOR

"The 20 foot high stone wall that surrounds the village is unbroken except for the 5 foot high archway guarded by 2 dwarves in full armour, armed with battle axes. The double doors in the archway are open, revealing the busy dwarven village within. The low houses are made of stone and have thatched roofs."

The guards will question the party as to who they are and what they want. If the party answers truthfully, and mentions Catapult Run, they'll be promptly escorted inside to the mayor's hut. Unidentified strangers are treated with suspicion but not outright aggression. The elvish party will be leaving just as they arrive and will wave as they run off.

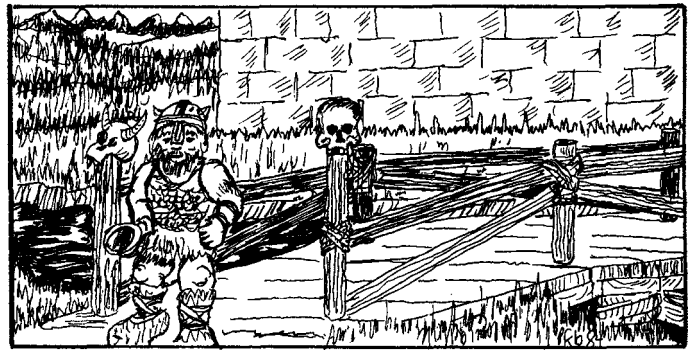
Village Background: This village with a population of about 150 is in a relatively safe area of the mountains. The main occupation of its inhabitants is mining for gold, silver and other precious metals. Gems are rarely found in the mines in this area, but are highly prized when they are discovered. Fishing is carried out using nets set up in the stream. Nuts and berries are gathered from bushes nearby. Goats are raised for their milk and are allowed to graze on their own.

MAYOR'S HALL

"This long, 10 foot high, room has a long table in the centre with a throne-like chair at the end. Seated in the chair is a richly dressed dwarf, flanked by 2 armoured guards, who welcomes you to his town."

The party is welcome to buy merchandise from the village. The armour and weapons made by the dwarves are of excellent quality and their price reflects this—twice the regular price. Other assorted merchandise is available for about one-and-one-half times the usual price. There are several 8' by 12' wooden rafts that can be purchased for 100 gp each. No other forms of transportation are available and goats are the only livestock in the village.

The mayor is a very patriotic dwarf who scorns all other races. Gnomes are marginally acceptable. There are few exceptions, but the foreigners that are accepted are treated as brothers. It is no easy task to be accepted by the mayor. First impressions are a major part in the way the party is treated. The mayor is aware of the following information, but will change things if he feels like it. He may even give completely false information if he particularly dislikes the party.



1) **City Cypher** is over 200 leagues (600 miles) travel to the east and there are many dangers along the way.

2) The river flowing out of **Gold Lake** flows east, but is very fast flowing and dangerous to travel down. A path follows the river as it travels into the forest.

3) Both to the north and to the south are ports, **Stonemouth** and **Southport** respectively, that may contain ships willing to take you towards **City Cypher**. **Stonemouth** is the larger of the two, and is closer.

4) A caravan of merchants just left for **Stonemouth** yesterday.

5) Which ever way you choose to follow, to the north, south, or directly east, it will have many dangers along the way. It isn't known which way is the quickest route to **City Cypher**.

6) The party of elves is the only group that's been through the village so far.

As the party leaves the mayor's hall, the group of monks is escorted in. Remember to keep track of time elapsed from the beginning of the race very carefully. Parties will come through the village about 5 minutes apart in the following order: elves, yours, monks, assassins and dwarves. If the party poles a raft down the lake, it will take 6 turns to reach the river outlet, at which point the raft will begin moving at 24" with the current for a distance of about 50 miles per day, 100 if they travel through the night.

ENCOUNTER A - RAPIDS

Rapids occur at several points along the river as marked on the map and will be heard as a dull roar from about a mile away that grows louder as they get closer to them. If the raft is being steered by the sweep oar at the back, its chance of surviving the rapids without any major crashes is equal to the average of the **STR** and **DEX** scores of the pilot plus 50%. If unsteered, the raft has a 25% chance of drifting through without any major crashes. In the event of a major crash, all supplies not tied down and any characters not holding on will fall overboard. Even characters holding on must roll their **STR** or less on 4d6 or fall off.

If the percentile roll is 95 or higher, the raft is destroyed and everything on board tumbles off. There's a 50% chance of a log from the raft being within reach for each character. All supplies are either on the bottom or floating downstream with the current. Characters in the water in the rapids have a chance of drowning, as outlined below. If the characters attempt to navigate the rapids at night, subtract 15% from their chance to successfully steer through the rapids.

DROWNING RULES

Each round, the characters in water have a chance of getting to the surface based on the average of their **DEX** and **STR** scores. If they roll their average or less on 4d6, they have succeeded in getting air on that round, adjusted by their degree of encumbrance (see pg 101 of the **Players Handbook**) as follows:

Normal gear:	no adj.
Heavy gear:	-1
Very Heavy gear:	-2
Encumbered:	-3

If the character doesn't succeed in getting air, he must roll his **CON** score on 2d6 plus an additional 1d6 for each successive round without air, or die from suffocation. Once the character manages to surface, on his next submerged round his saving throw is reduced down to 2d6 again. Damage is taken only in rapids or at the base of waterfalls as follows:

Surface:	1d4 per round
Underwater:	1d8 per round

ENCOUNTER B - WATERFALL

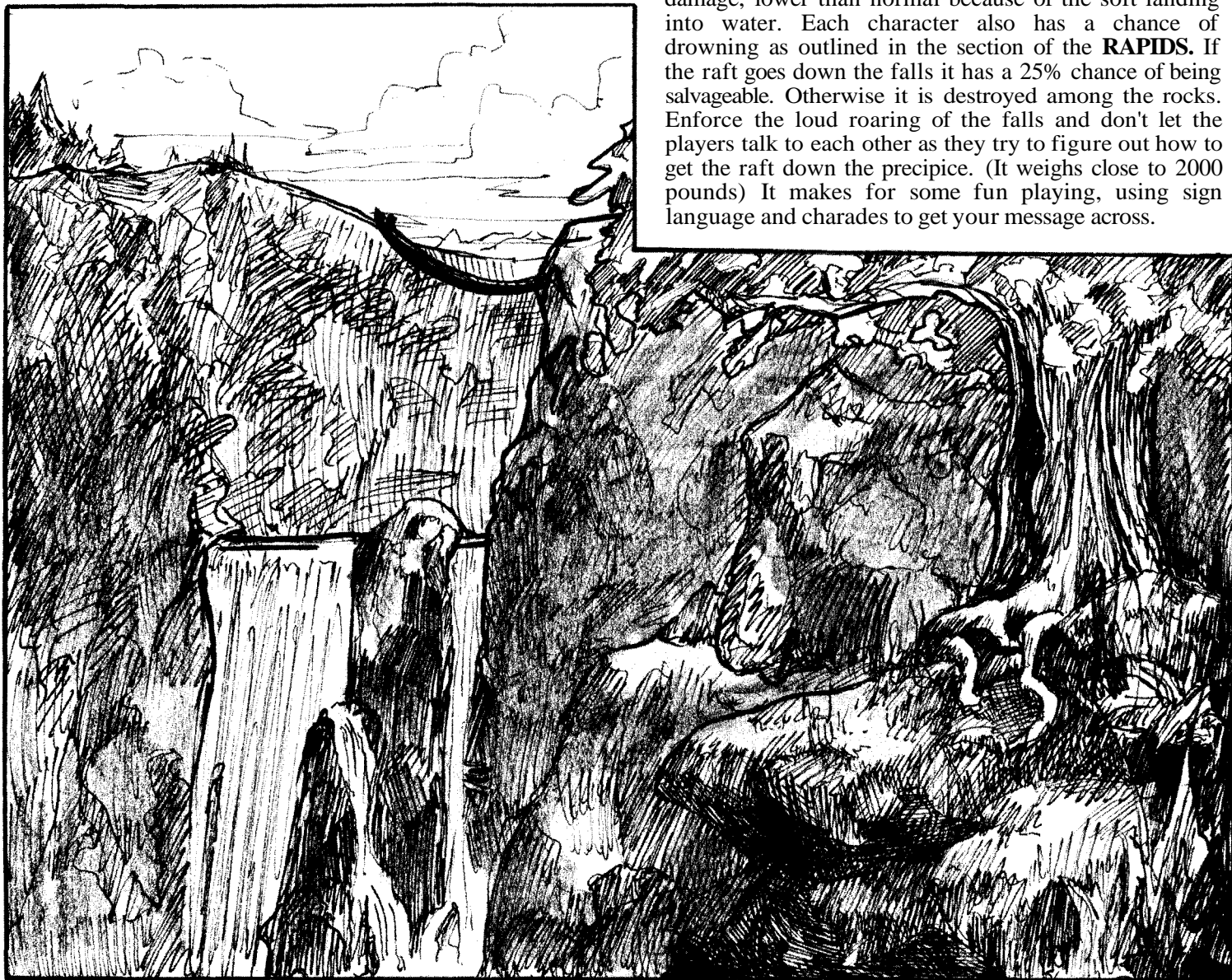
If travelling on the river, use this encounter description, otherwise use the description below titled "Rope Bridge".

"You hear a steady dull roar up ahead that is slowly growing louder and the river current appears to be picking up speed. The banks on either side of the river are becoming steeper and rockier".

Once you've read this, the party has 5 rounds to get the raft to shore or be swept over the falls. If they act immediately to try to get the raft to shore, they have a 95% chance of succeeding, reduced by 20% for each round they delay (i.e. 2nd round—75%, 3rd round—55%, 4th round—35%, 5th round—15%) because the current speeds up as they approach the falls, drastically reducing their chance of reaching shore.

"The falls are 100 feet high and there are vicious eddies whirling around the rocks below. The mist rising from the cascading torrent soaks you in minutes. The incredibly loud pounding roar of the falls blocks out all other sound and makes conversation impossible. A rope bridge that crosses the gorge just upstream of the falls sways in the wind."

If anyone goes over the falls, he or she suffers 6d6 damage, lower than normal because of the soft landing into water. Each character also has a chance of drowning as outlined in the section of the **RAPIDS**. If the raft goes down the falls it has a 25% chance of being salvageable. Otherwise it is destroyed among the rocks. Enforce the loud roaring of the falls and don't let the players talk to each other as they try to figure out how to get the raft down the precipice. (It weighs close to 2000 pounds) It makes for some fun playing, using sign language and charades to get your message across.



ENCOUNTER C - ROPE BRIDGE

If the party has decided to follow the path along the river instead of rafting, use this encounter.

"The roaring of the river gets louder and louder, the farther along the path you go. Finally the path rounds a corner and a large waterfall is ahead. The river drops about 100 feet into a steep walled gorge. Just upstream of the falls a rope bridge sways in the wind. The path you are following continues across the bridge, which is about 50 feet long and appears to be strong enough to support you and your gear."

Any character not holding onto the bridge with at least one hand must roll his dexterity or less on 4d6 or fall, adjusted by what the character is trying to do (i.e. A character running across the bridge carrying an injured friend on his back while firing his bow would have a modifier of +10 on his roll.) Damage from falling is 6d6. Characters with a secondary skill as a sailor have a modifier of -8 on the above saving throw because they are accustomed to this swaying action. Fighting on this unstable platform is at -4 to hit, -1 for sailors.

MANTICORE

Waiting in ambush near the falls is a **Manticore** (AC 4; MV 12"/18"; HD 6+3; hp 32; #AT 3; D 1-3/1-3/1-8; SA tail spikes, surprise on 1-5 due to sound of falls). He is in his cave in the mountainside overlooking the bridge and waterfalls area. He'll wing over to the party within 2 rounds of seeing them, either appearing at the edge of the bridge if they took the path or within 2 miles of the falls if rafting down the river. The manticore's basic attack plan is to knock the characters into the water, letting the river drown them, so he can eat them later when they've washed ashore farther downstream. On each pass he'll approach firing his tail spikes, 6 for 1d6 damage each, then trying to bowl the character off the edge of the raft or bridge (roll **DEX** or less on 4d6+2 to stay on if hit). He'll cease his attack after taking 10 points of damage.

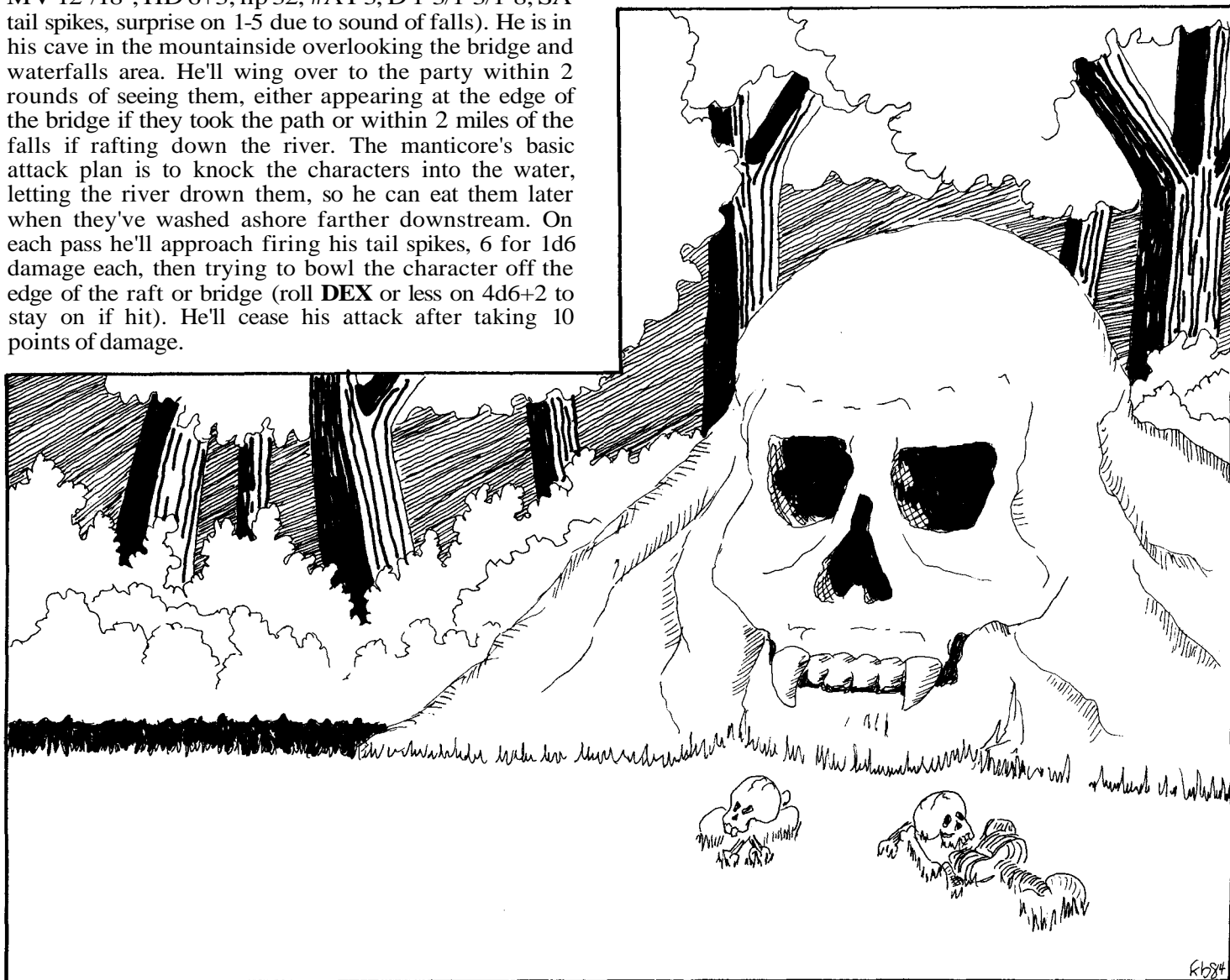
ENCOUNTER D - SKULL ROCK

"Around a bend in the river you hear a low chanting accompanied by screams of terror off in the woods".

If the party stops the raft, which is easy to do at that point in the river, and approaches on foot, they will reach the clearing in less than a minute.

"In the middle of the clearing, tied to a post is a beautiful young lady with wood heaped up around her feet. There are 4 robed figures who appear to be performing a ceremony of some kind involving torches. The only part of the robed figures visible are their skull faces peering through their hoods. A heap of bones and skeletons lies around a large skull shaped rock to the side of the clearing."

The robed figures are human clerics of obviously evil alignment wearing skull masks as they attempt to sacrifice this fair maiden who they've gone to a lot of trouble to bring here. They'd love to capture the party to sacrifice them along with her. When attacked, the clerics will throw their torches on the wood piled around their sacrifice, then take care of the party with as many spells as possible. If hand-to-hand combat occurs, they'll use their black obsidian maces.



Leader (AC 7; MV 12"; L 6; hp 31; #AT 1; D 2-7; SA spells—see below; SD spells—see below)

Spells—**Command, Cause Light Wounds, Protection from Good, Darkness, Cause Fear, Hold Person (x2), Know Alignment, Silence 15' Radius, Resist Fire, Bestow Curse, Feign Death, Dispel Magic.**

3 Followers (AC 8; MV 12"; L 2; hp 15 each; #AT 1; D 2-7; SA spells—see below; SD spells—see below)

Spells—**Command, Cause Light Wounds, Cause Fear.**

Treasure—5d6 gp on leader, 1d6 gp on each follower.

The fair young maiden, named Elisha, has no special abilities, but will be very grateful for being rescued. The party has 5 rounds to get her untied and free before the flames burn her clothes and she perishes amid horrendous screams. Elisha is from **Southport**, over 100 miles to the southwest. She knows where the evil clerics' four horses are tied up—about 100 yards away. A rough path leads through the forest and to **Southport** eventually. Don't help the party decide what to do with Elisha in this situation, whether to send her back alone, with an escort or with the whole party. She won't accompany the party on its journey, preferring to return home. Her father, a fisherman, will offer to sail her rescuers wherever they want to go, free of charge, (i.e. Naylock) upon her safe return.

ENCOUNTER E - CARAVAN

"The narrow path widens out as you round a bend into a small plateau where a group of humans are setting up camp. There are several mountain mules being unloaded of their heavy packs by men in chainmail, armed with crossbows and swords. Taking care of their ponies are 5 others, a woman, a young girl, a man and 2 male youths."

This family of merchants travels from village to village trading items as they go. They are heading back to **Stonemouth** to restock with supplies. They have traded just about everything for gold from the dwarves and plan on buying new merchandise from the east, especially gems and wine. They are presently carrying 3000 gp in cash, chainmail in rolls (enough for about 15 suits of armor) and miscellaneous metal items (belt buckles, tools, etc. —all of excellent quality). If the party wants to buy any or all of the ponies from the merchants, they'll have to offer at least 100 gp each, though the merchants will try for 200 gp ("I'll even throw in their grain free"). The mountain mules are not for sale.

12 Guards (AC 5; MV 9"; L 0; hp 5 each; #AT 1; D by weapon—light crossbow, short sword)

Captain (L 6; hp 41; otherwise as above)

Lieutenant (L 5; hp 35; otherwise as above)

ENCOUNTER F - BANDITS' TRAP

"A solitary man stands on the path about 25 yards away from you. To the right of the narrow path is a sheer drop of 100 feet and to the left is a steep, rocky slope at least 60 feet high. At the top of the slope are several large boulders perched on the edge. The man on the path waves and tells you to stop."

The man will then ask the party to put 100 gp in a bag and throw it to him or else they're dead. He will bargain down to 25 gp if he feels that is all he can get. He points out the men behind the boulders at the top of the slope who wave to show their presence. If the party refuses the bandit's request or take any threatening actions his cohorts won't hesitate to roll the boulders starting a mini-slide. Each character must roll his DEX score or less on 4d6 or be swept over the edge to almost certain death—10d6 damage. Those who make their saving throw manage to stay on the narrow ledge, taking 3d6 damage from the rocks and are open to attack by the bandits. Once the bandit on the road has the gold he'll scramble up the hillside to his friends. If they are pursued the bandit's won't fight unless cornered, but may ambush the party if the situation is right. Naturally it is not the leader who stops the party on the path.

10 Bandits (AC 8; MV 12"; HD 1; hp 6 each; #AT 1; D by weapon—light crossbow, broadsword)

Leader—Fighter (L 6; hp 39; otherwise as above)

ENCOUNTER G - HILL GIANT FEAST

"The path climbs up onto a wide plateau on which several huge humanoids dressed in dirty furs are seated around a fire. Roasting on a spit over the fire is a carcass, probably a large mountain goat. Three of the humanoids are about 9 feet tall, while the other 2 are over 10 feet tall! They are laughing loudly as they sloppily chew on some bones."

2 Hill Giants (AC 4; MV 12"; HD 8+1; hp 43 each; #AT 1; D 2-16; SA hurl rocks for 2-16; SD 30% chance to catch rocks)

3 Ogres (AC 5; MV 9"; HD 4+1; hp 25 each; #AT 1; D 1-10)

These evil smelling creatures will not attack the party on sight, but instead will expect an offering of some kind. Over the years an unspoken agreement between them and travellers along the path keeps them from attacking in return for some gold or other items of value. If the party doesn't offer anything, they will become angry, pulling out an empty sack and gesturing for the party to put something in it. If the party still doesn't put anything in it or doesn't put enough in it the giants will become violent. In their lair, a cave below the plateau, is their treasure of 3153 gp, 3 gems worth 150 gp, 275 gp, and 380 gp, and a potion. The potion flask has a crude skull and crossbones on it, but is really a **potion of extra-healing**.



THE MERHEN MARSH

GENERAL NOTES

The Merhen Marsh is a lowlying, marsh area that is formed by the deltas of two major rivers. It is salty within 20 miles of the coast. As the ground is made of silt, clay and mud, it is generally unstable, with quicksand throughout. The ground is rarely higher than 100 feet above sea level and the forestation leaves the whole area dark and dismal looking. The swamp area is extremely dangerous because of the many strange and aggressive inhabitants. Travel by foot is doubly hazardous because of the everpresent quicksand. There isn't much in the way of currents within the swamp, but the water level is affected by the tides. Crystal Lake is freshwater and clear, and is unknown to all but those who dwell nearby.

The plains to the south are wild and untamed. They are covered with long grasses and empty of major populations of humans and demi-humans. Nomads are not unheard of in this dry but habitable land.

HALLUCINATIONS

Every night the party spends in the swamp each sleeping character is subject to a possible hallucination induced by the steamy environment—fog invariably rolls across the ground after dusk. The hallucinations are based on the character's class—if multi-classed choose the class he uses most or is most suited for. These hallucinations always occur on an individual basis and only if the character fails to roll his **WIS** score or less on 4d6. The roll should be attempted once each night for each character. Once a character has experienced a hallucination he won't have another one for the next month. The other players should be sent from the playing room while this situation is being resolved.

"Even though you fell asleep without incident, you feel yourself floating in a semi-conscious state. Your vision is blurred but when it finally clears you find yourself alone on a featureless plain. Nothing but sand stretching to the horizon can be seen in all directions."

Magic-User's Hallucination:

"All of your equipment is present and your (insert his favourite weapon) springs into your hand. At that instant an angry kobold appears 10 feet in front of you, rushing at you, axe raised high."

All of the magic items that the magic-user possesses that aren't completely defensive in nature are unable to function in this hallucination and he is forced into hand-to-hand melee. Many spells will not be useful because of their casting time. As soon as the kobold is killed it disappears and is replaced by an orc, which would be replaced by a gnoll when killed and so on as the magic-user fights progressively harder monsters. See the chart below for complete statistics on these monsters. When the magic-user is finally killed, he wakes up in the swamp as if nothing had happened.



Thief's Hallucination:

"A trail of gold pieces appears directly in front of you leading off into the distance as far as the eye can see. All of your equipment and weapons are present."

When the first gold piece is picked up, or even passed by, it will turn into a kobold, attacking immediately and with surprise. After killing the kobold the thief can safely pick up the next 4 gp, equal to the number of experience points awarded for killing the monster. The fifth gold piece, however, will turn into an orc as soon as it is touched or walked by. When the orc is killed the thief can safely retrieve 8 gp, again equal to the number of experience points awarded for killing the orc. The orc will be followed by a gnoll and then progressively harder monsters. Each time a monster is killed the thief can pick up the same number gold pieces that the monster was worth in experience points before the next monster appears. If the thief decides not to pick up or follow the gold pieces, a coin from his own personal hoard will trigger the creation of the next monster. See the chart below for a complete listing of the monsters and their statistics. When the thief is finally killed he'll wake up to find himself in the swamp as if nothing had happened. The gold he picked up is nowhere to be found.

Fighter's Hallucination:

"Your weapons, armour, and other equipment has completely disappeared. In front of you appears an unarmed robed man, rushing at you in an angry attack."

This first level monk will disappear when rendered unconscious, replaced by a 2nd level monk of similar description. He is followed by a 3rd level monk and so on as monks of steadily increasing levels appear and attack. Weaponless, the fighter will be forced to resort to either pummeling, grappling, or overbearing against foes expert in this mode of combat. Once again, when the fighter is reduced to zero hit points or fewer he'll wake up as if nothing had happened. See the chart below for full statistics on the monks the fighter will face.

Cleric's Hallucination:

"Directly in front of you appears (insert description of the player's character here) wearing religious symbols of the (insert alignment diametrically opposite to the cleric's alignment here). He smiles and appears to be non-threatening."

The counter-cleric is exactly the same as the player's character in all respects, save alignment, which is diametrically opposite. The counter-cleric will demand that the cleric convert over to "your true alignment", after identifying himself as "the real you." If the cleric complies and changes alignment then he'll lose one experience level, including all abilities, spells and hit points that go with it, and immediately wakes up, again as if nothing had happened. In this case, however, he has suffered because of his decision and has actually changed alignments. He feels the religious symbols of his old alignment burning slightly where they contact his skin. This abandonment of his vows will greatly displease his god and appropriate punishments will be exacted on the offending mortal.

If the cleric remains faithful he'll be attacked by the counter-cleric in a battle to the death. When the battle is over, the cleric will wake up, again as if nothing had happened.

All battles in these hallucinations are so vivid that experience points should be awarded for all monsters killed but, because the character is never in mortal danger, only half the regular experience points should be awarded. The thieves don't gain experience points for the gold they picked up. Since the hallucinations are completely in the mind of the character, they suffer no effects of the dream when they wake, except possibly in the case of a cleric who changed alignment. The character is at the same number of hit points that he had when he fell asleep, as well as regaining the use of any spells cast during the hallucination. The monsters they fight won't speak and can't be reasoned with in any way—they simply attack. It isn't possible for a character to disbelieve the hallucination because it isn't an illusion, but is actually occurring in the mind of the character. Note that due to their mental discipline monks are unaffected by these hallucinations.

Monsters who face Magic-Users and Thieves:

- 1) **Kobold** (AC 7; MV 6"; HD 1/2; hp 3; #AT 1; D 1-6; XP 4)
- 2) **Orc** (AC 6; MV 9"; HD 1; hp 6; #AT 1; D 1-6; XP 8)
- 3) **Gnoll** (AC 5; MV 9"; HD 2; hp 9; #AT 1; D 1-10 (2 handed sword); XP 23)
- 4) **Bugbear** (AC 5; MV 9"; HD 3+1; hp 14; #AT 1; D 2-7 (mace); XP 96)
- 5) **Ogre** (AC 5; MV 9"; HD 4+1; hp 17; #AT 1; D 1-10 (no weapon); XP 88)
- 6) **Carnivorous Ape** (AC 6; MV 12"; HD 5; hp 23; #AT 3; D 1-3/1-3/1-6 SA rending; XP 143)
- 7) **Minotaur** (AC 6; MV 12"; HD 6+3; hp 28; #AT 2; D 2-8 or 1-4/1-10 (great axe); XP 312)
- 8) **Hill Giant** (AC 4; MV 12"; HD 8+1; hp 35; #AT 1; D 2-16; XP 910)
- 9) **Ettin** (AC 3; MV 12"; HD 10; hp 49; #AT 2; D 2-16/3-18; XP 1318)

Monks who face Fighters:

- 1) **Novice** (S 15; I 13; W 15; D 15; C 13; CH 17; AC 10; MV 15"; L 1; hp 4; #AT 1; D 1-3; height 5'5"; weight 180 lbs.; XP 14)
- 2) **Initiate** (S 15; I 17; W 16; D 15; C 16; CH 12; AC 9; MV 16"; L 2; hp 14; #AT 1; D 1-4; height 5'2"; weight 120 lbs.; XP 48)
- 3) **Brother** (S 17; I 16; W 15; D 15; C 15; CH 14; AC 8; MV 17"; L 3; hp 15; #AT 1; D 1-6; height 5'6"; weight 180 lbs.; XP 80)
- 4) **Disciple** (S 16; I 17; W 16; D 15; C 14; CH 13; AC 7; MV 18"; L 4; hp 13; #AT 5/4; D 1-6; height 5'10"; weight 220 lbs.; XP 112)
- 5) **Immaculate** (S 16; I 17; W 16; D 16; C 16; CH 15; AC 7; MV 19"; L 5; hp 27; #AT 5/4; D 2-7; height 5'8"; weight 220 lbs.; XP 168)
- 6) **Master** (S 16; I 16; W 15; D 17; C 13; CH 14; AC 6; MV 20"; L 6; hp 18; #AT 3/2; D 2-8; height 5'7"; weight 175 lbs.; XP 258)
- 7) **Superior Master** (S 15; I 16; W 15; D 16; C 15; CH 17; AC 5; MV 21"; L 7; hp 28; #AT 3/2; D 3-9; height 5'3"; weight 130 lbs.; XP 449)
- 8) **Master of the Dragon** (S 17; I 17; W 16; D 15; C 15; CH 14; AC 4; MV 22"; L 8; hp 32; #AT 3/2; D 2-12; height 5'4"; weight 160 lbs.; XP 695)

ENCOUNTER H - MOVING ISLES

"The river you have been following has become much slower and wider until there is hardly any current at all. The forest has changed from predominately pine and fir to willows and large fern-like bushes. Islands dot the river and many streams cross this marshy land. Suddenly you notice that one of the islands is moving towards you! Amongst the bushes and trees on the island shadowy figures can be seen moving around."

The island is really a huge turtle about 60 feet in diameter that lives in the swamp. Its long neck is able to reach any underwater plants it wants, so it never submerges. It eats huge amounts of organic matter as it travels through the swamp, never leaving the water. On its back, among the trees and bushes that have taken root, lives a family of swamp nomads who subsist on fish and berries while being carried around the swamp. They can guide the turtle to a certain extent by hitting it on the side of its head with a big stick. This isn't a foolproof system, but the nomads rarely want to go any particular place anyways. These turtles move very slowly (3") and live a long time, many generations of nomads. Some of these turtles are uninhabited.

If the party should decide they would like the family to help them to get to the eastern end of the swamp, the nomads will gladly guide them, though none will leave their turtle. They are impressed by shiny objects. They like to play their drums—which they use to communicate with other nomad families—and tell stories, often including fearful accounts about the "lake dwellers who breathe fire" (the pirates).

If the party should decide to attack the turtle for some unknown reason, it won't fight back, but the nomads will defend it to the best of their ability—weaponless combat. After about an hour or so of continuous punishment, the turtle will eventually roll over and die. This "battle" should be made as boring as possible and no experience points awarded.

ENCOUNTER I- PIRATE'S FORT

"On the shore of the lake is a wooden fort with 15 foot high towers. Its large wooden doors are closed. Men with crossbows can be seen patrolling the 12 foot high palisade. Several longboats are beached on the shore in front of the doors and a small merchant ship lies anchored offshore, apparently unguarded."

The merchant who owns the anchored ship, the **Baernidd**, buys the pirates stolen merchandise and sells it in other ports as well as on the black market. He also brings the fort its supplies of food, wine and whatever else it needs. The fort is owned by a fighter, **Druff**, and his friend a magic-user, **Mordran**. Guarding the fort is a company of 20 mercenaries, lead by a lieutenant.

20 Mercenaries (AC 4 (chainmail, shield); MV 9"; L 0; hp 4 each; #AT 1; D by weapon—long sword, light crossbow, hand axe)

Lieutenant (L 2; hp 12; otherwise as above)

Druff (S 18/31; I 11; W 12; D 16; C 16; CH 17; AC -3 (+3 chainmail, +2 shield, dexterity); MV 12"; L 9; hp 69; #AT 1; D+3 scimitar; SD ring of spell turning)

Mordran (S 10; I 18; W 12; D 16; C 16; CH 13; AC 1 (+1 Ring of Protection, Bracers AC 4; dexterity); MV 23"; L 8; hp 37; #AT 1; D +1 staff; SA spells—see below; SD spells—see below)

Spells: Magic Missile, Identify, Sleep, Message, Levitate, Momentum (see NEW SPELL section for full details), Invisibility, Fireball, Slow, Fly, Confusion, Polymorph Self.

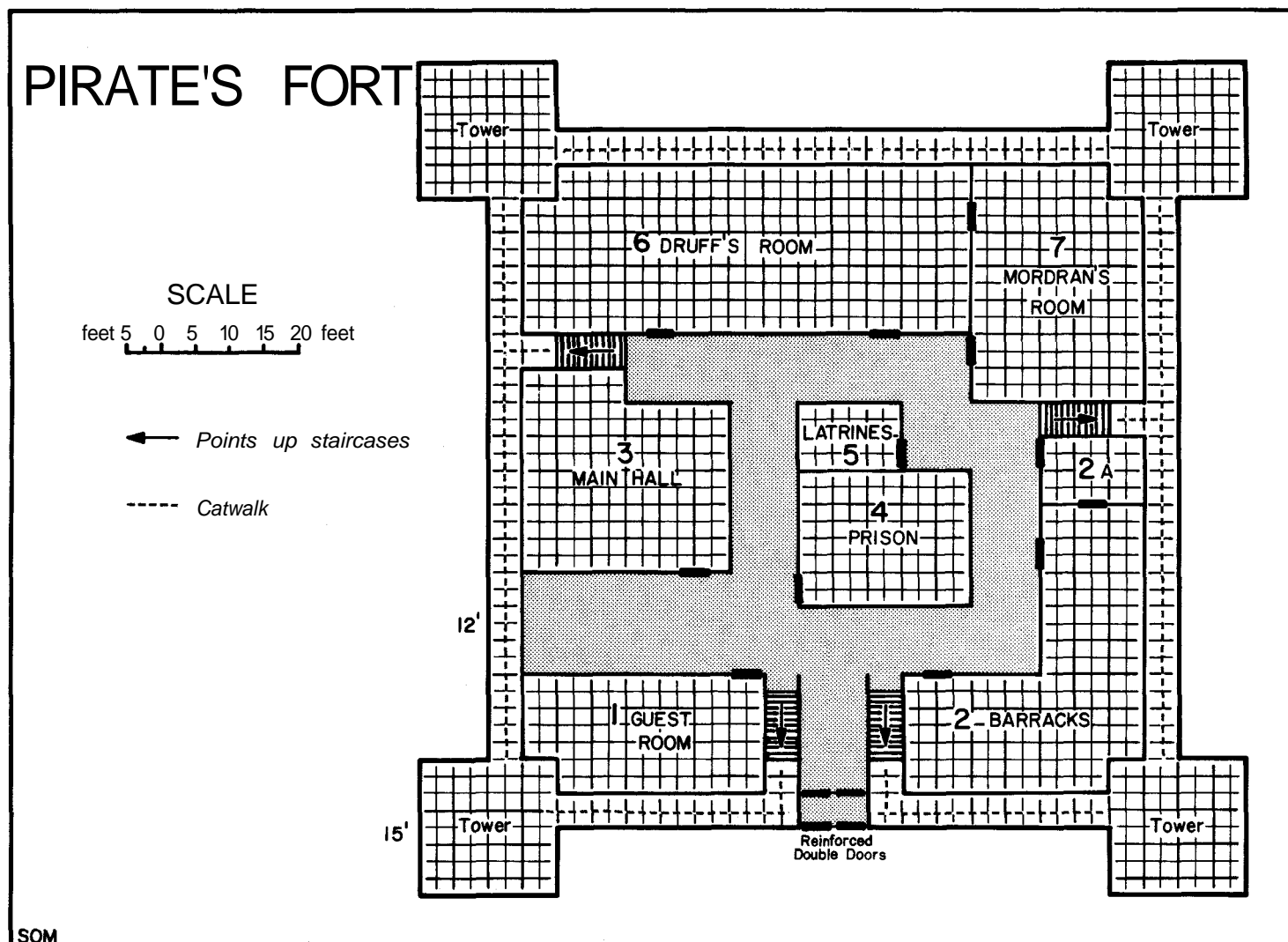
If the party has been captured and taken prisoner or decides to destroy this pirate's den, then the following room descriptions should be used. The actions of the occupants are based on a daytime setting. Feel free to adjust these as your common sense dictates depending on the time of day of the party's exploration.

1. GUEST ROOM

"This richly furnished rectangular room is currently occupied by a well dressed man who is relaxing on his bed. On the oak desk in the corner are several papers and maps, along with a quill and an ink well. On the floor is a large bearskin, covering much of the rough wooden floor. There are 2 small windows on the right side of the room and no other doors leading out."

The captain of the **Baernidd** is staying in the guest room for several days until all deals are finalized. The maps on the desk are of various nautical areas. He doesn't like being disturbed but won't fight unless the odds look acceptable or in self defense.

Captain (S 17; I 13; W 14; D 12; C 14; CH 15; AC 7; MV 12"; L 6-fighter; hp 39; #AT 1; D by weapon—scimitar, dagger)



2. BARRACKS

"This long L-shaped room is filled with bunk beds and smells somewhat bad. On the walls are coats and other pieces of clothing hanging on wooden pegs. Snoring in their straw beds are 6 men, oblivious to the world. Their chainmail and weapons are at the foot of their beds, carefully put on their shelves. In one corner of the room, leaning against the wall are 2 ladders, directly beneath trap doors."

The 6 men are sleeping after a night shift and are defenseless at the moment, but dangerous if they wake. The trap doors open up to the walkway on the inside of the palisade.

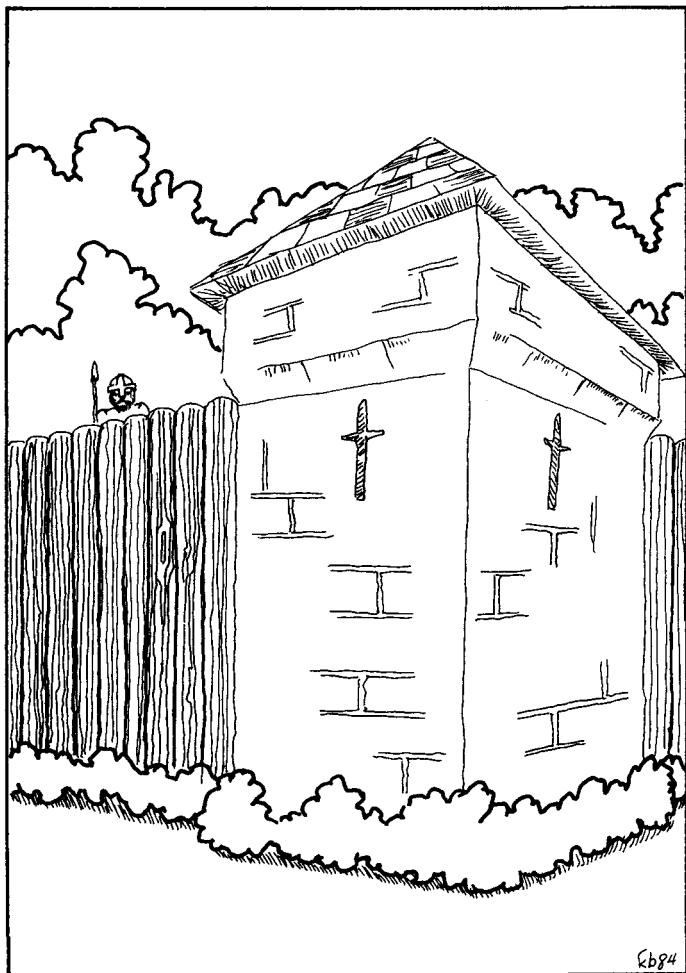
2a. LIEUTENANT'S ROOM

"This small room is well decorated with several small statues and a large bed. A sword is displayed on the wall, next to a small window. No one is in the room now and everything seems tidy and well-ordered."

The Lieutenant's room has very little of value in it, the sword isn't special, but is of sentimental value to him. He is a very neat person and will notice if something has been disturbed.

3. MAIN HALL

"This large square building contains 2 long tables with benches on both sides. Seated at one table are 8 men playing cards, each with a large mug in front of him. A large wooden keg sits on the table nearby. In the corner of the room is a stone fireplace with a small fire burning in it. A large black pot is steaming over the flames. The room is well lit by the windows lining the walls."



These 8 mercenaries are waiting for their shift. They don't have their chainmail on, but are carrying their swords. The keg is filled with strong ale, as are their mugs. Simmering over the fire is a pot of rabbit stew that is just a bit too salty.

4. PRISON

"This dark, plain room is lit only by a small barred window near the roof. The walls seem to be reinforced and made of very strong wood. The heavy door is the only exit from the room. Sitting against a wall are 3 men dressed in ragged clothing. They are emaciated and lethargic in their movements."

These men are the officers to a ship captured last month. There is no sign of the rest of their crew who were taken away and haven't been seen since. They were actually taken deep in the swamp and left there, tied up, for the lizardmen to take. The pirates and lizardmen have reached an uneasy truce—the lizardmen leave the fort alone, and the pirates let them have their prisoners. Naturally the pirates keep the prisoners they can get a ransom for. Because of their poor health, these officers are unable to fight except as zero level fighters.

5. LATRINES

"The seats in this small rectangular room lead down into a foul-smelling pit. The small windows near the roof provide the only source of light and ventilation, and not nearly enough of either."

From the base of the pits is a 3 foot high rough tunnel leading into a stream behind the fort, deep in the swamp. The tunnel is about 2 feet deep in muck and extends for about 100 yards. Travel through this tunnel creates the possibility of disease. Each character must roll his **CON** or less on 4d6 to avoid sickness, (see page 14 of the **Dungeon Masters Guide**)

6. DRUFF'S ROOM

"This large, richly decorated room is currently occupied by 2 men, deep in discussion, at the desk against the wall. A pair of crossed swords decorate one wall, as do several carvings and statues. The furnishings of the room are made of nothing but the finest material, oak furniture, silk sheets on the bed, thick furs on the floor and several stuffed animal heads mounted on the walls."

The lieutenant is talking to Druff about the lizardmen. Apparently the men are getting a little jumpy after seeing glimpses of a few on recent nights. Both men are wearing armour and are fully armed. They are about to make an inspection of palisade walls. Hidden in one of the stuffed moose heads are 2 gems worth 250 gp and 1700 gp.

7. MORDRAN'S ROOM

"The main object in this large room is a wide table covered with beakers, powders, bowls and similar objects. Scurrying around the table is a robed man carrying a black sparking candle. A small bed sits in the corner of this sparsely furnished room. Perched in a small cage near a window is a bright red bird, quietly pecking at some seeds."

Mordran is currently working on 3 **potions of healing**. Each has a 50% chance of being finished and usable, otherwise its effects are reversed and doubled. His red bird, Flame, has no special abilities, but is only his pet.

ENCOUNTER J - ELERIAN'S CLEARING

"On the bank of the river is a small clearing, in the centre of which is situated a large rock, about 10 feet high and 6 feet wide. It is the first rock of substantial size you've seen in the swamp and it seems out of place in the lush green grass of the clearing. Sitting cross-legged on the ground about 10 feet from the rock is an old man, staring straight ahead of him. He's smoking a pipe and appears to be in deep concentration."

This mysterious shaman, who is called Elerian by some, is a friendly old man whose only loyalty is to his rock. When he is meditating, as he is when the party arrives, no attacks on him will affect him in any manner whatsoever, it is as if he were solid rock. All offensive spells cast at him get sucked into the rock and absorbed with no visible change. Elerian will come out of his meditative trance on his own within one turn, but he can be brought out of it by blocking his view of the rock for more than one round. Loud noises or shaking won't affect him or speed up his awakening. When he finally becomes active again, he'll greet the party, welcoming them to his glade. He's been aware of them since they first came into the clearing and will be a bit annoyed if brought out of his trance before he was ready, but not overly upset.

Elerian can be a bit aggravating at times because he usually answers questions in a cryptic message of some sort of another, and is continually saying irrelevant but impressive sounding wise phrases. See below for a few suggestions. He is a complete pacifist and will never fight, no matter how provoked. If any act of violence touches him he'll immediately turn to stone, crumbling into the earth and disappearing 30 seconds later. He'll spring from the rock, however, as good as new and as cheerful as ever within a minute. He'll ask the offending character, who has been paralyzed in his striking position until now, why he tried to hurt him, then demand that he sit and "commune with the holy rock" to repent his sin of violence. This involves meditating for a month, "to purify and renew the peace within you." If the character refuses, Elerian will insist, but if refused a second time, he won't pursue it further. Instead he'll mutter something like "Don't say I never

gave you a second chance", then cheerfully ask if he could get someone a mug of beer or something to eat perhaps? Until the offending character meditates he'll be plagued by bad luck (-2 on all saving throws) whenever in contact with the ground.

Elerian can heal the party, as long as they haven't offended him or his rock, by touching the rock with one hand and the person to be healed with the other. His healing has the power of a **Heal** spell, but will only work at half strength for a character of neutral good, neutral evil, or true neutral alignments. It won't work at all for characters of chaotic alignments. Similarly he can get food or whatever else he wants from the rock whenever he wants it. He can provide just about any piece of merchandise for the party that they desire, though it may require a few days meditation to get some large objects. Money, weapons or gems will never be given! Elerian knows this area of the swamp extremely well and can give directions on how to get out, but he won't leave his clearing under any circumstances to guide them. Don't forget that his riddle-filled instructions may be more than a little confusing.

Elerian is meant to be a fun character for you, the DM, to play the role of. Enjoy it! He is a guru somehow connected with the elemental plane of earth who loves the swamp. This strange combination leaves him slightly eccentric. He is disdainful of material goods and hates birds. Use your imagination when he talks to the party. A few phrases that he might use to help get you rolling are:

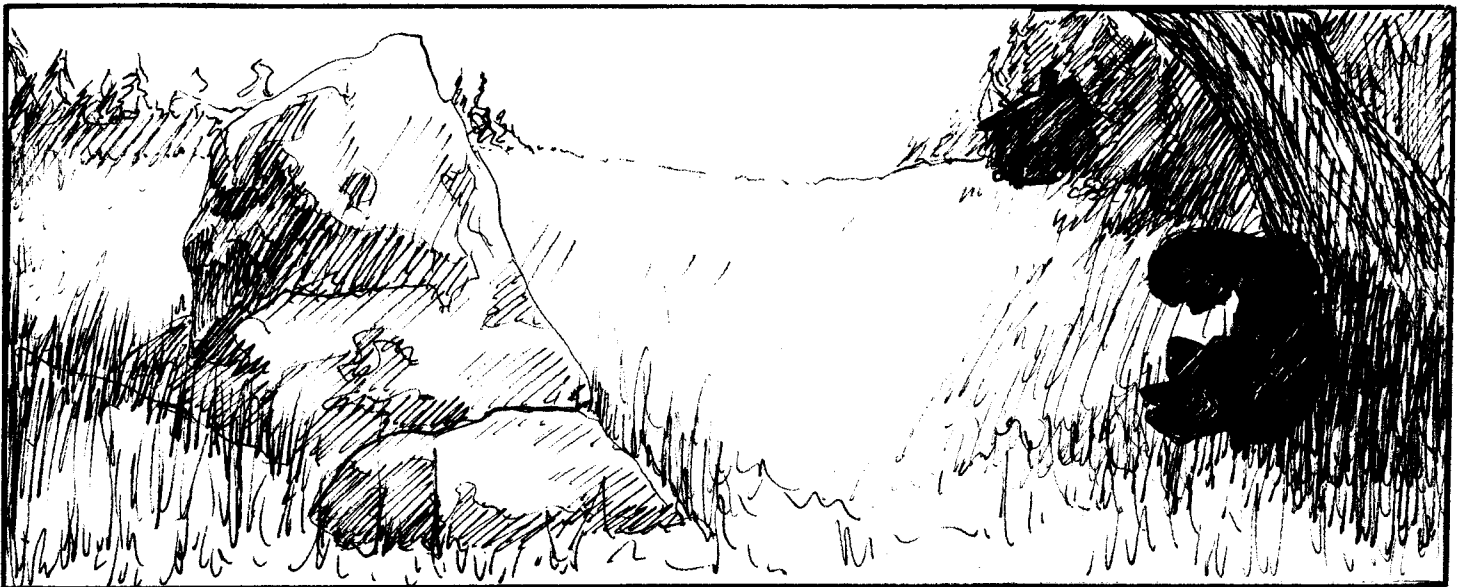
"Wet socks make for cold feet"

"Don't build castles in a swamp"

"I'm just glad that cows don't fly"

*"Turn your eyes around and look within
yourself to find the real truth"*

He'll usually come up with these sayings at irrelevant moments. After blurting them out he'll lean back and smile, as if he just cleared up all their problems. He usually won't explain what he means, saying instead something like, "Look for the meaning within yourself and only when you can see it are you worthy of possessing that knowledge."





ENCOUNTER K - GYPSY CAMP

"The path you have been following splits into two trails, a well worn trail continuing west, and a less travelled path heading north-west. At this fork in the road is a group of wagons parked in a circle and tents within the protective ring. Sitting around a fire in the middle are a group of humans talking and laughing as they eat their meal. Many young children can be seen scampering playfully among the wagons. Horses are nearby, quietly grazing on the lush grass in the area."

These humans are gypsies who wander around the plains in their clan group of about 50. They are friendly and hospitable, inviting the party to join them in the meal. They have 10 wagons in the circle and 25 horses grazing nearby. The gypsies have been around this area for quite a while and consequently know a good deal about the surrounding territory, and approximate distance to **City Cypher**—over 100 leagues (300 miles). If asked the right questions, they can supply the following information.

- 1) The port to the east, **Havorshire**, was struck by a terrible plague and no ships have been near it in over a month.
- 2) The north-west fork of the trail is the fastest way to **City Cypher** from here now.
- 3) **The Merhen Marsh** is to the north of here and it is very dangerous. The trail will skirt the edge of it, so be careful!

The clan has many horses, a few of which they could be persuaded to sell, if offered about 100 gp each for them. There are several different interesting people within the clan, and their descriptions are listed below.

SHALAN: This gray-haired old lady has a far away look in her eyes and appears to be at least 100 years old. She is highly respected by the other gypsies and is said to be a soothsayer of great power. She has a **crystal ball** that she pretends to see the future through. It is a magical crystal but she doesn't know it. If the party, or more specifically a magic-user in the party, shows her

how to use it, she'll be incredibly happy (5% chance of having a heart attack). Real magic-users know how to operate a crystal ball automatically from the aura it gives off. Shalan is enough of a magic-user to be able to use it once shown how, but she isn't strong enough to pick up the aura. It will take but 5 minutes to show her how to use it. The party will then become honoured guests of the clan for passing on this invaluable information. They'll be given fresh horses and supplies, and served hand and foot for the length of their stay, which the gypsies will constantly insist last at least a little longer.

TAHR: This middle-aged man is no different from the rest of the clan except for the gold ring he wears and the respect shown by the other clan members. He is a thief of true neutral alignment who likes to provide for the clan any useful or valuable looking items. He will only steal from the party if they have insulted a member of the clan, or similarly caused trouble. He takes offence to accusations against him or anyone else in the clan. The clan will always back him 100% in any argument. He has a bonus of 15% on his chance to pick pockets because of the amount of practice he's had without increasing in experience levels—he's opposed to unnecessary violence.

Tahr (S 9; I 12; W 15; D 18; C 12; CH 17; AC 6; MV 12"; L 6; hp 25; #AT 1; D by weapon—short sword, dagger; SA back stab for triple damage; SD Thieving Abilities—Pick Pockets 80%, Open Locks 62%, Find/Remove Traps 50%, Move Silently 57%, Hide in Shadows 47%, Hear Noise 20%, Climb Walls 92%, Read Languages 30%)

THE VIPERS: This band of fighters has the responsibility to defend the clan against the creatures of the plains, as well as the bandits that are not uncommon in the area. These 5 elite guardsmen of the clan ride horses and carry decorated lances as well as long swords. They are lead by their king in their battles and a small militia of 10 other men can be raised in dire situations.

5 Vipers (AC 8; MV 12"/24"; L 5; hp 28 each; #AT 1; D by weapon—lance, long sword; SA charge for double damage)

10 Militia Men (AC 10; MV 12"; L 0; hp 4 each; #AT 1; D by weapon—short sword, dagger)

THE GRASSLANDS

GENERAL NOTES

The rolling grasslands of this leg of the race are dotted with small communities of farmers and peasants. It is a predominately human area, though there are halfling villages and elves are common in the forests that cover large areas of the land. The rivers are notoriously slow flowing, with hardly any noticeable current in most places. Merchandise is transported by sailing barges along the rivers and conveying it in wagon-trains over land. Individual nobles rule their own small provinces, ranging in size from 10 to 100 square miles of territory, each having loose ties with **City Cypher**. The forests are peaceful, sylvan habitations with the exception of **The Dead Forest** which is dark and foreboding. No one is really sure of what is in it, but that's another story. The plains are covered with long grasses and herds of animals, both wild and domestic.

ENCOUNTER L - DAN THE DRUID

As the party approaches Dan's temple they may begin to notice that the forest seems to be very well groomed, with no sign of dead or dying plant life anywhere. All of the forest seems to be flourishing. When they are 2 miles from Dan's home they will see a large flat rock beside the path with the following script engraved:

Friends of the forest know that you are welcome. Enemies of the woodland turn back in peace or face your doom.

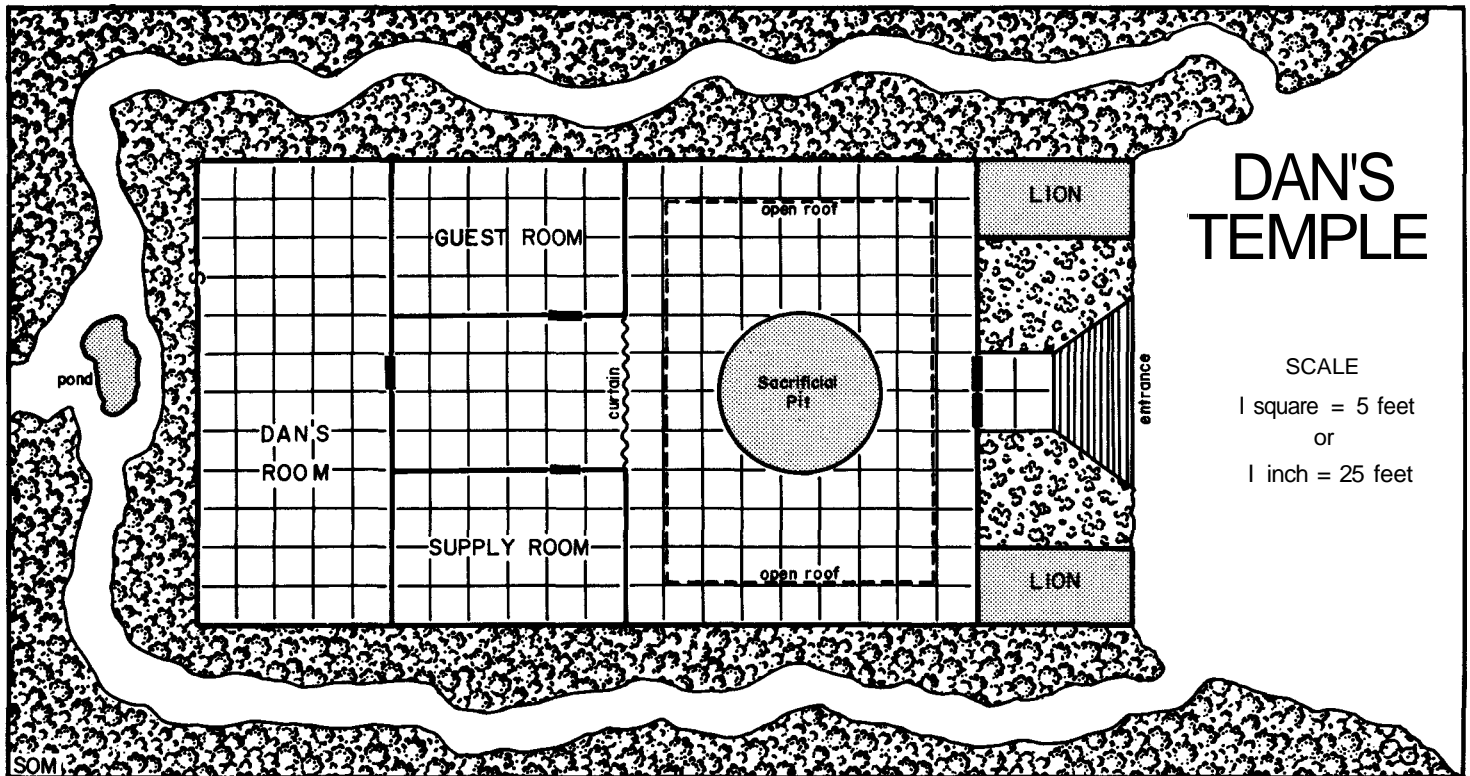
This message is displayed in the native tongue of each creature that views it—dwarves read dwarvish runes,

elves read elvish script, humans read common speech and orcs, well orcs can't read, but if they could, it would be in orcish. If they follow the path they will soon reach Dan's temple.

"This large building has 2 life sized stone lions on either side of its broad stone steps that lead up to a set of wooden double doors. The stone walls of the building are covered with ivy and a well tended garden thrives around the perimeter. The building is about 60 feet wide and about 100 feet long with a roof over 10 feet high. Squirrels play among the vines on the walls and birds chirp happily on the roof. A winding path disappears into the garden on either side of the building."

This is the temple belonging to Dan a half-elfen druid, who is always accompanied by a large cinnamon coloured bear named Brewen. Dan is wandering in his garden nearby and is well aware of the party's presence, thanks to a friendly bluebird who gave him the news. In fact, Dan is aware of most things that go on in his forest because of his network of "spies", birds and small animals, who keep him informed of any news. He is generally helpful to strangers and will probably greet the party in a friendly manner when he emerges from the garden. This naturally depends on how good the reports he has heard about them are. If the party has damaged any part of the forest, Dan will force them to make amends or face his wrath.

His temple is well decorated with small statues of woodland animals in gold and silver. Several birds flutter around the airy room and the sun shines through an open roof. In the centre of the room is a large round pit filled with ashes which is used to make sacrifices to his god. In the garden behind the temple is a magical pond through which Dan can oversee the forest—it has



the abilities of a crystal ball. He'll cure the party of its wounds, for a price which depends on their treatment of the woodlands (DM's discretion). Only 1 of his 3 followers is present, as the other 2 are off cleaning up after a group of malicious hunters.

Dan (S 14; I 12; W 18; D 15; C 16; CH 16; AC 6; MV 12"; L 12; hp 78; #AT 1; D by weapon—+1 **scimitar**, sling, dagger; SA **spells**—see below, shape change; SD **spells**—see below, **Ring of Regeneration**, **Eyes of the Eagle**, **Staff of the Druid**—see **Featured Magic Item section**)

Spells: Entangle (x2), Faerie Fire (x2), Detect Magic, Predict Weather, Purify Water, Barkskin, Create Water, Cure Light Wounds, Feign Death, Heat Metal, Obscurement, Warp Wood, Cure Disease, Neutralize Poison, Snare, Summon Insects, Tree, Cure Serious Wounds (x3), Dispel Magic, Speak with Plants, Pass Plant, Control Winds, Wall of Fire, Cure Critical Wounds, Feeblemind, Reincarnate.

Brewen—Brown Bear (AC 6; MV 12"; HD 5+5; hp 29; #AT 3; D 1-6/1-6/1-8; SA hug for 2-12)

Brewen is completely loyal to Dan, who has raised him from a cub.

Deidrea—follower (S 14; I 12; W 17; D 13; C 15; CH 15; AC 7; MV 12"; L 4; hp 20; #AT 1; D by weapon—sling, club; SA **spells**—see below; SD **spells**—see below)

Spells: Animal Friendship, Entangle, Faerie Fire, Shillelagh, Speak with Animals (x2), Charm Person or Mammal, Feign Death, Heat Metal, Trip, Cure Disease, Neutralize Poison, Cure Serious Wounds

ENCOUNTER M - ELVES

"From among the trees on either side of the trail can be heard beautiful singing. Nobody can be seen in the forest and the singing seems to move with you as you travel. Other natural sounds of the forest can be heard."

Some of the party may recognize the singing to be elvish. The group of 10 elves responsible for the singing are in league with the elvish party of racers and plan on getting rid of the competition (non-lethally). They will soon emerge from the forest in front of the party and greet them in a friendly manner, asking about where they are going, how their trip has been so far and isn't the forest beautiful at this time of year? The elves will freely tell the party about the journey they are pretending to be going on—east to another elvish village for a visit. When they hear that the party is going east they will insist on travelling with them "since we are heading the same way" so that they could "show the sights of the forest and make sure that you don't get lost". Once they have the trust of the party, they'll take them on a "short cut" north, deep into the forest. After a full day's travel, they'll abandon the party, leaving them to find their own way out.

If the party refuses to travel with the elves, they will take their leave, bidding good luck. The elves will use their darts coated with **sleep poison** later—each elf has 3. They would try to avoid hand to hand combat where possible, preferring instead to ambush the party with their darts further along the path. When the party is asleep they'll be carried into the forest for half an hour and placed in a clearing. They'll be watched by the elves



until they wake up to make sure they're okay, then abandoned to find their own way out.

9 Elves (AC 5; MV 12"; HD 1+1; hp 7 each; #AT 1; D by weapon—long sword, short bow, darts; SA +1 to **hit with bow or sword**, **sleep poison** (save vs poison or sleep for 2-5 turns), surprise on 1-4; SD resistant to sleep, charm; camouflage)

Leader (L 3; hp 18; otherwise as above)

ENCOUNTER N - BANDITS

"A lone man sits on the side of the road, smoking a pipe beside a wagon with a broken wheel. The horse has been unhitched and is nowhere to be seen. The man waves at you and smiles in greeting. The wagon seems to have a full load of something that is covered by canvas sacking. The road continues on beyond the wagon."

The man claims to be a farmer from nearby taking some goods to market in the nearest village. His son has ridden ahead with the horse to get some help to fix the broken wheel. As the party listens to him 15 other bandits jump out from behind rocks and from underneath the sacking in the wagon to surround them. They will demand that the party hand over all their money and valuables or die.

15 Bandits (AC 7; MV 12"; HD 1; hp 6 each; #AT 1; D by weapon—long sword, dagger)

Leader (L 3; hp 22; otherwise as above)

ENCOUNTER O - MOB SCENE

"A large mob of 25 obviously hostile, mounted humans are approaching rapidly along the road. They are carrying swords and are shouting as they ride. They are being lead by a young man in leather armour, who is obviously enraged about something."

This mob is from **Port Hampton** in which most of a prominent family was brutally murdered. The only survivor is Raschet, the youth leading the mob, who was out of town when the atrocity was committed. The family was killed by a group of bandits. The mob is out for blood and will be very suspicious, if not outright hostile to the party if they refuse to help them. The bandits' trail leads into **Wytchwillow**.

24 Men (AC 10; MV 12"/24"; L 0; hp 3 each; #AT 1; D 1-8—long sword)

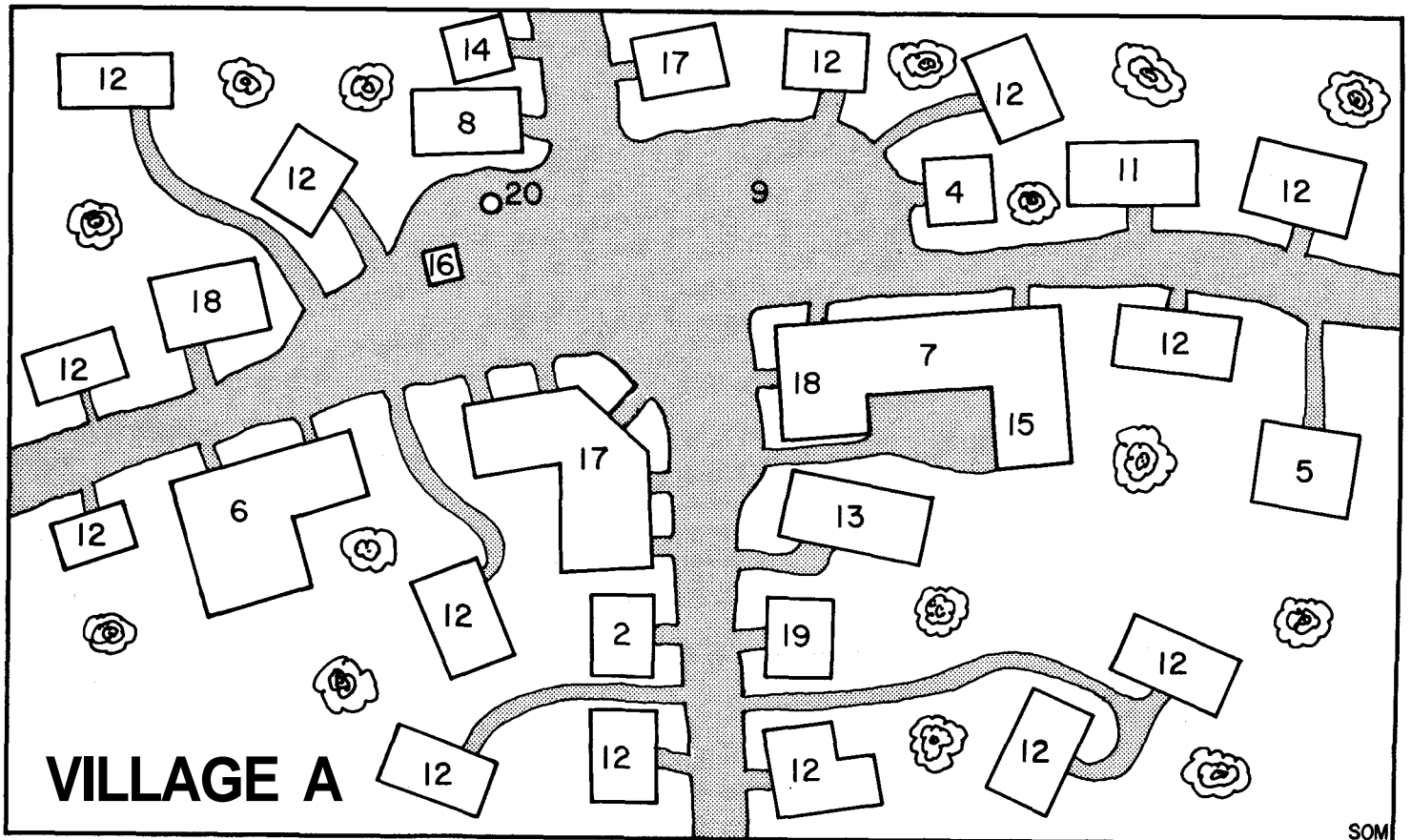
Raschet (S 16; I 13; W 12; D 17; C 15; CH 16; AC 5; MV 12"; L 5; hp 39; #AT 1; D by weapon—long sword, lance, short bow)

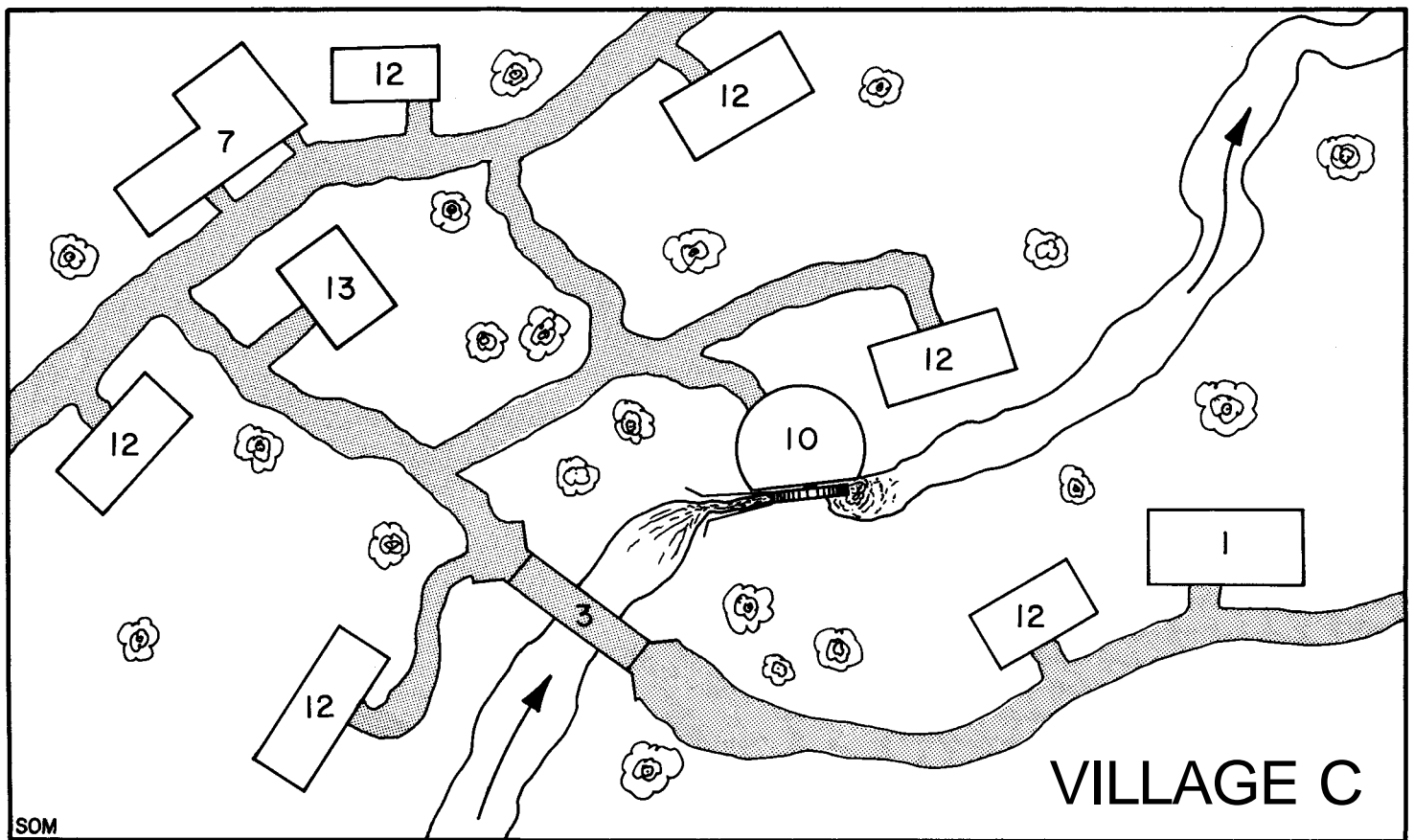
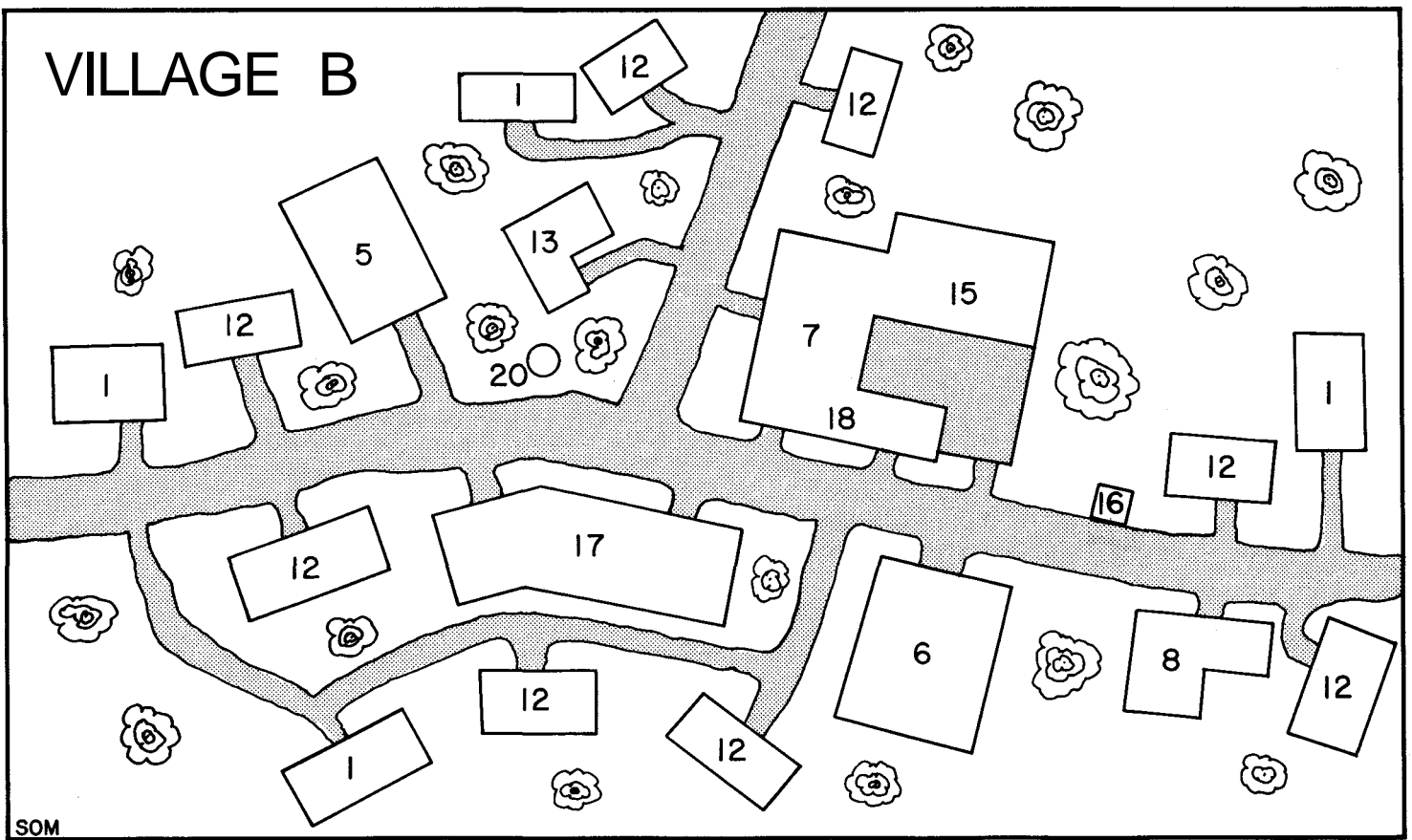
GENERIC VILLAGES

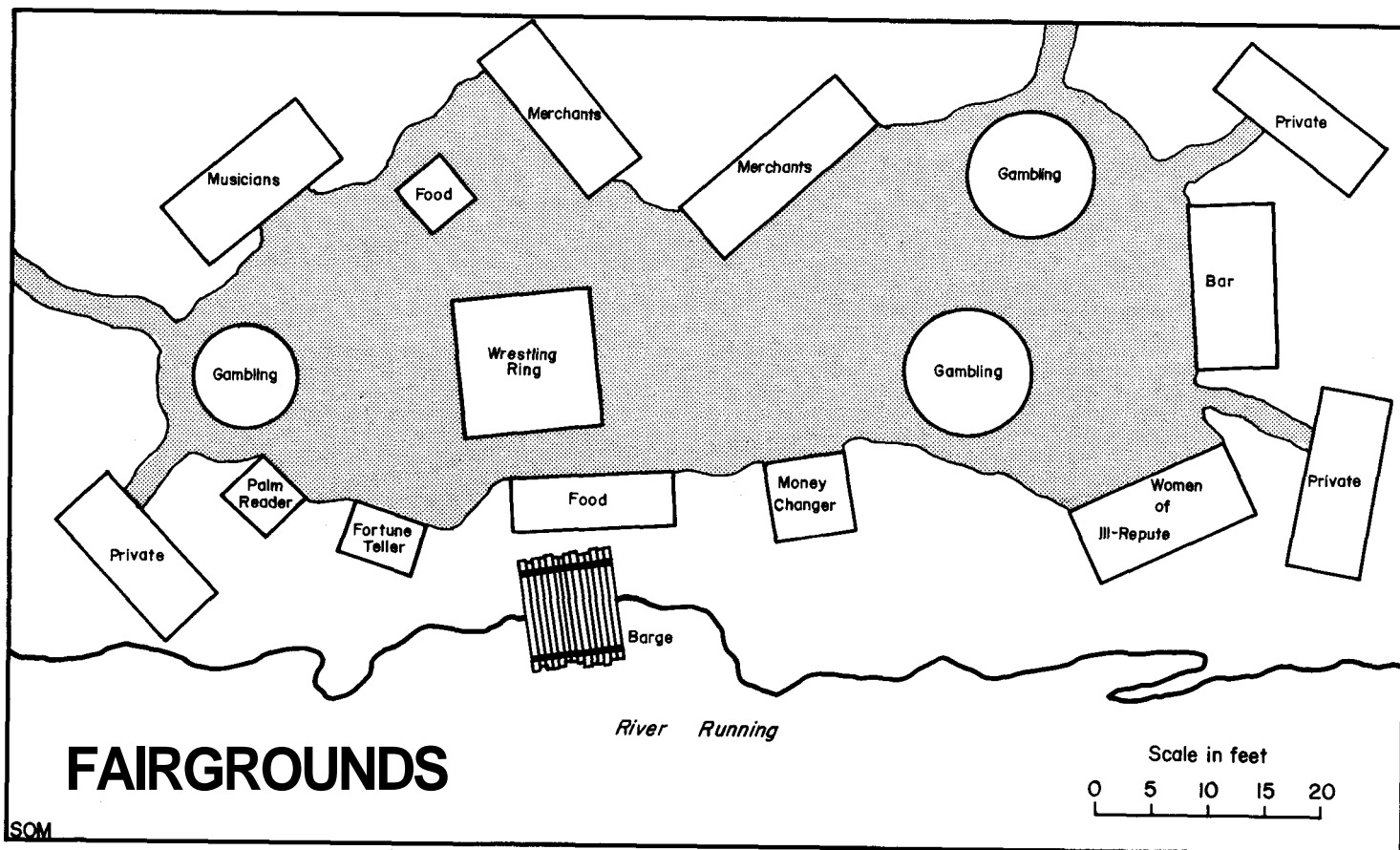
The following generic village maps are provided for use if required while the party travels through the grasslands. They have been left largely undeveloped to allow complete flexibility. These could be used for any of the many small communities that dot this leg of the race.

COMMON LEGEND

- | | |
|--------------------------------|-----------------------|
| 1. Barn | 11. Potter |
| 2. Brewer | 12. Private Residence |
| 3. Bridge | 13. Smithy |
| 4. Carpenter | 14. Squire |
| 5. Church/Temple | 15. Stables |
| 6. Dance/Meeting Hall | 16. Stocks |
| 7. Inn | 17. Store |
| 8. Magistrate/Sheriff's Office | 18. Tavern |
| 9. Market Square | 19. Weaver |
| 10. Mill | 20. Well |







ENCOUNTER P - FAIR

"A large group of tents is grouped in a meadow near the shore of the river. Many people can be seen milling about the different tents and the sound of music is mingled with the shouting and laughing. On the shore of the river is a barge, with room for at least 10 people and their supplies".

This travelling fair has been at the site for several days and is obviously very popular. Merchants sell all sorts of strange and basically useless items there - "lucky rabbit's foot", "a magical piece of cloth from Rolth's robe", "special grain guaranteed to make cows give twice as much milk" and so on. Among the approximately one hundred people wandering around the camp are several pickpockets.

5 Pickpockets (AC 7; MV 12"; L 5; hp 25 each; #AT 1; D by weapon-dagger, sling; SA triple damage backstab; SD thieves' abilities, +25% pickpockets—75% total chance)

In the middle of the tent group is a roped off square wrestling ring. This "wrestling" has very few rules - no armour, no weapons and the last one conscious wins. Bluto is the current champion and there is a prize of 100 gp for whoever can beat him. Many people have tried, but none have come close to winning yet. In fact, Bluto just won the last 6 matches in a row without even taking a break. Challengers have to post a fee of 10 sp and there is always lots of informal betting going on. The odds usually favour Bluto by about 6:1, depending on how tough the challenger looks.

Bluto-fighter (S 18/87; I 11; W 9; D 17; C 18; CH 8; AC 7; MV 12"; L 9; hp 88; #AT 1; D 1-3 (+4); height 5'9"; weight 250 lbs.)

Gambling of all sorts is going on constantly. In fact if a character offered money on anything, there'd be someone to bet against him at the right odds. Card games, dice rolls, 3 shells and a ball, and any other games you want to use are all surrounded by bettors. Strolling musicians and other entertainers can be found passing around a hat almost everywhere.

A palm reader who charges 4 gp per reading is in a small tent off to the side. This old lady is a phony in all respects, but she'll emphatically deny any such suggestions.

A chug-a-lug contest is about to start, ale provided free by the bar, for all those interested. Dwarves and gnomes will obviously have a large advantage in this contest. You should run this contest as you'd like to, but a suggestion is to use the average of **WIS** and **CON** ability scores as the number of mugs of ale they can down one after the other before becoming unconscious, hence dropping out of the contest. Modify this as you see fit to make it interesting (i.e. dwarves and gnomes may get +4 and +2 added to their respective averages). There is no prize for winning except for the hangover, but a lot of heavy betting is going on. On page 82 of the **Dungeon Masters Guide** is a list of the effects of alcohol on the characters.



THE BAY OF YENORLUM

GENERAL NOTES

The Bay of Yenorlum is warm and shallow, rarely over 500 feet deep and averaging depths of about 200 feet. Fishing is quite productive here and consequently small villages dot the coast, except on the edge of the swamp where they are very rare. The sea is usually calm in this gulf, but storms are not unheard of, with hurricanes occurring infrequently over the years in the appropriate season. Many different dangers confront a ship travelling this route, as with any ocean voyage in this world, including pirates as well as monsters.

ENCOUNTER Q - TRITONS

"The crew of your ship has begun to drop crates of green apples over the side after blowing a conch shell. When questioned about their behaviour they respond that they are giving them to the tritons who dwell in these waters. Sure enough, just after saying this, several tritons riding hippocampi surface beside the ship and greet the crew, thanking them for the apples. One of them, the leader, hands a small black box to the captain. He says that it may come in handy if the sahaugin, who have been in the area lately, attack the ship. He also warns of ships that breathe fire that have sent several unarmed ships to the bottom. Suddenly dark shapes swim out from under the ship and attack the tritons. The leader grabs his horn, blows it fiercely and dives below with his sword drawn."

In the box, which the captain opens as soon as he sees the battle start, are 10 potions of **free action/water breathing**. The captain will try to convince the party to come to the aid of the obviously outnumbered tritons. If the party decides to do down to help the tritons, they'll be quickly attacked by 8 sahaugin who would love to kill them.

Triton Forces:

4 Tritons (AC 5; MV 15"; HD 3; hp 14 each; #AT 1; D by weapon—long sword, trident, dagger)

Triton Leader (HD 6; hp 30; otherwise as above)

5 Hippocampi (AC 5; MV 24"; HD 4; hp 17 each; #AT 1; D 1-4)

Sahaugin Forces:

20 Sahaugin (AC 5; MV 12"/24"; HD 2+2; HD 2+2; hp 12 each; #AT 1; D by weapon—trident, net, dagger; SA weaponless for 1-2/1-2/1-4 and 1-4/1-4)

2 Lieutenants (HD 3+3; hp 18 each; otherwise as above)

Chieften (HD 4+4; hp 26; otherwise see above)

In order to simplify the battle, the following match-ups have been suggested as these two enemies square off:

Triton Leader vs. Sahaugin Chieften and his 2 lieutenants

If the party doesn't immediately enter the battle:

Each triton vs. 5 sahaugin

If the party becomes involved within 2 rounds:

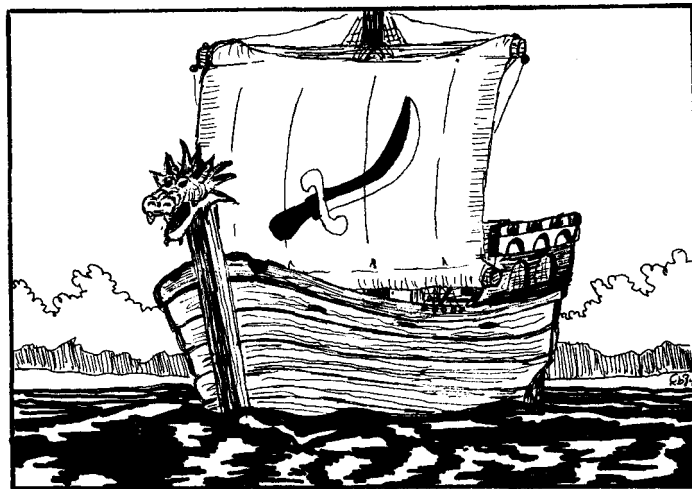
Each triton vs. 3 sahaugin

The party vs. 8 sahaugin

By blowing the horn, the Triton Leader summons 1-10 Sea Lions who will appear in 1-6 rounds, attacking the nearest sahaugin whole heartedly.

1-10 Sea Lions (AC 5/3; MV 18"; HD 6; hp 24; #AT 3; D 1-6/1-6/2-12)

When the sea lions appear the sahaugin will probably retreat unless the battle is going heavily in their favour. If the tritons win the battle, the characters who helped will be heartily thanked and each given a scale from a hippocampus with the instructions to show them and be treated as honoured guests by tritons everywhere. As well, the leader may give his conch shell to the party, depending on their actions and bravery shown. If the sahaugin win, however, they may try to attack the ship in the night. To determine if they ambush or not, roll d20 and compare to the number of surviving sahaugin. If the roll is equal to or lower than the number of survivors, they'll attempt the ambush at nightfall.



ENCOUNTER R - PIRATE SHIP

"Out of the mist of the early dawn sails a ship with fire flickering out of its masthead, carved in the shape of a dragon's visage. The ship is moving surprisingly quickly for the amount of wind available and it is approaching rapidly. On its mast flies the infamous skull and crossbones."

This small converted merchant ship moves at the rate of a small galley and can easily outrun most ships. It is filled with 50 pirates lead by a ruthless captain. The dragonhead can be used as a flamethrower with a 50 foot range, straight line only, doing 4d6 damage to all creatures caught by the blast, 2d6 if they make their save vs. **Dragon Breath**, igniting all combustibles and possibly causing structural damage (see page 54 of the **Dungeon Masters Guide**). The flamethrower operates on swamp gas that has been collected and stores in a bellows-like apparatus below deck. There is only enough gas for 2 shots.

The pirates are ruthless in their attack but will accept and honour a surrender. In fact, they will hail the ship, demanding an unconditional surrender, before any attack is made. All captured men will be taken back to the swamp as prisoners or for ransom. Everything of value will be seized and taken aboard. The captured ship will be towed back to the swamp for repairs.

50 Pirates (AC 8; MV 12"; HD 1; hp 5 each; #AT 1; D by weapon—broadsword, light crossbow)

Captain (L 3; hp 22; otherwise as above)

ENDING THE RACE

The finish of the race can be as exciting as you allow it to be. By altering the suggested routes and times for the NPC's slightly to create an atmosphere of excitement, the finish of the race can be made as interesting as it deserves to be. Having several different characters climbing the statue of Korlinian, racing against each other with huge crowds below cheering them on is a very good possibility. Any attack on another group at the statue will be looked on with extreme distaste by the public at large. Win or lose, all finishing competitors will be offered a free round of drinks at the Golden Goblet, the local tavern.

Climbing the statue is in itself a major challenge. For gaming purposes, assume the character is able to climb the number of feet per round equal to his **DEX** score. For every foot per round increase in speed attempted, his or her percentile should be reduced 5%. Remember to check for chance of slipping each round.

When someone eventually does put their crystal orb in the appropriate hollow at the front of Korlinian's crown, the race is officially over. This is shown by a small flash of light from each of the crystal orbs, which disappear after a brief glow.

The winning party will be teleported by Rolth sometime in the next 24 hours to a room somewhere in his stronghold on the astral plane. They will be greeted by the same servant of Rolth's who started the race and presented with a smaller, 1" diameter, replica of the crystal orb they carried for the race. It is hung on a thin gold chain. Each party member is given one of these crystals which allow them to communicate aurally and visually with any of the others wearing a crystal. Note that these are designed specifically for the individuals of the party and each crystal will only work for the person it was presented to. In addition to this useful magic item, the party will be granted a monetary prize of 5,000 gp.

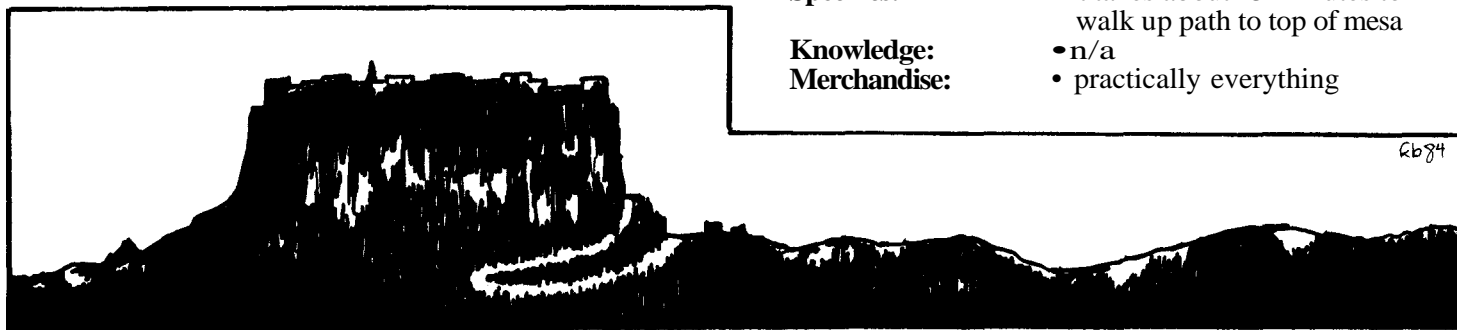
HABITATIONS

The following descriptions are guidelines for the various towns and villages that may be passed through at some point in the journey. These are only outlines, it's up to you to breathe life into the town streets. The descriptions are written in point form for ease of reference. Subheadings are used after the hex location and brief description. **Population** is a rough estimate of the number of citizens living in the immediate vicinity. **Races** refers to the most common races of inhabitants. Naturally this doesn't exclude other races, but does limit them. **Prejudices** describes the general feelings of the town towards the different races. Individuals may have feelings radically different from those described, of course. **Politics** gives a basic description of the government form currently in power. **Main Employment** tells of the major industries in the town. A wide variety of supportive industries may also exist. The **Personalities** section outlines individuals the adventurers may run into while in town. The **Description** is of the appearance and basic structure of the habitation. The **Specifics** of the town provide required details pertaining to this adventure. The **Knowledge** is the information about **City Cypher** that can be found out. This information won't necessarily come easily. The **Merchandise** available in the town shows the general type and costs.

CITY CYPHER

Walled city on top of 300 foot tall Mesa

- | | |
|-------------------------|---|
| Population: | 12,000 |
| Races: | <ul style="list-style-type: none">• all present but mostly human, elven, and halfling |
| Prejudices: | <ul style="list-style-type: none">• very few (dwarf jokes are common)• basically everyone is accepted |
| Politics: | <ul style="list-style-type: none">• Duke of Cypher, appointed by Rolth, rules the city and surrounding area |
| Main Employment: | <ul style="list-style-type: none">• fishing, farming and trading |
| Personalities: | <ul style="list-style-type: none">• Duke, an aging retired Ranger• Duke's Advisor, an aging retired Magic-user• Captain of the Guard, an ambitious young adventurous fighter |
| Description: | <ul style="list-style-type: none">• high stone walls surround town on Mesa top• many buildings clustered around bottom• 200 foot tall statue carved into side of mesa• city is multi-level with mud brick and stone buildings• it takes about 15 minutes to walk up path to top of mesa |
| Specifics: | |
| Knowledge: | <ul style="list-style-type: none">• n/a |
| Merchandise: | <ul style="list-style-type: none">• practically everything |





GARAMON

Earthen burrows in hills

Population:	150
Race:	gnomes
Prejudices:	<ul style="list-style-type: none"> • dwarves liked • halflings rare but also liked • humans and elves treated with suspicion but not hostility
Politics:	<ul style="list-style-type: none"> • clan chief is ruler of village, those outside of the village are on their own
Main Employment:	<ul style="list-style-type: none"> • wine-making • trading with Stonemouth
Personalities:	<ul style="list-style-type: none"> • Chief, loves to have parties • Chief's Advisor, more serious, tries to keep the chief on track with the business at hand
Description:	<ul style="list-style-type: none"> • forested hills spotted with earthen burrows (75% likely to be mistaken for rabbit holes) surround a clearing from which the chief speaks
Specifics:	<ul style="list-style-type: none"> • may provide a guide south as far as the river • may offer a celebration in honour of their visit
Knowledge:	<ul style="list-style-type: none"> • City Cypher is rumoured to be east, many days journey beyond the Swamp
Merchandise:	<ul style="list-style-type: none"> • wine

SOUTHPORT

Walled port town

Population:	200
Race:	human, dwarves, some gnomes
Prejudices:	<ul style="list-style-type: none"> • elves disliked • halflings rare but honoured • democracy, independent of dwarven kingdom
Politics:	
Main Employment:	<ul style="list-style-type: none"> • fishing, some trading
Personalities:	<ul style="list-style-type: none"> • Mayor was a fisherman, all round nice guy • gnome operates a distillery, best liquor around
Description:	<ul style="list-style-type: none"> • high stone walls, stone buildings, thatched • large port area • ships designed for short trips • close knit community, strangers stand out
Specifics:	<ul style="list-style-type: none"> • merchant ship in port • heading to Naylock • leaves on next tide • 15 sp for passage
Knowledge:	<ul style="list-style-type: none"> • City Cypher is east, somewhere beyond swamp • sailing to Naylock is fastest way east
Merchandise:	<ul style="list-style-type: none"> • good weapons and armour available, good prices • good wine common, other merchandise available • dried fish (iron rations) for 75% regular price

STONEMOUTH

Walled port town

Population:	500
Races:	human, dwarves, gnomes
Prejudices:	<ul style="list-style-type: none"> • halflings a curiosity, not to be offended • elves scorned because of problems with sea elves
Politics:	<ul style="list-style-type: none"> • corrupt democracy
Main Employment:	<ul style="list-style-type: none"> • fishing, trading, sailing
Personalities:	<ul style="list-style-type: none"> • Mayor very corrupt • Thieves' Guild runs town with protection racket
Description:	<ul style="list-style-type: none"> • high stone walls, stone buildings, thatched • very crowded, poor sanitation • several ships in port • none heading east for a few weeks
Specifics:	<ul style="list-style-type: none"> • one ship can be chartered for 100 gp (payable in advance) • travels to Tobrear • trip takes 24 hours, 10% chance of pirates
Knowledge:	<ul style="list-style-type: none"> • City Cypher about 200 leagues to the east • probably faster to go by land than wait

NAYLOCK

Walled port town

- Population:** 200
Race: human, halfling, some elves
Prejudices:
- dwarves and gnomes not completely trusted
- Politics:**
- Duke has absolute rule in town and nearby area
- Main Employment:**
- farming (herding), fishing, trading
- Personalities:**
- Duke, arrogant fool, likes money
 - Sage, very knowledgeable, likes to hear stories
- Description:**
- stone walls, 10 feet high
 - clay brick houses
 - small port area
 - fishing boats common
- Specifics:**
- no sign of corruption anywhere in town
 - all is peaceful and honesty thrives
- Knowledge:**
- follow trail east to Havorshire, then take a boat from there
- Merchandise:**
- horses and wagons are common at cut rate prices
 - armour and weapons slightly inflated prices
 - most other merchandise at regular cost

HAVORSHIRE

Walled port town

- Population:** 200 (2500)
Race: humans, halflings
Prejudices:
- dwarves mistrusted
 - gnomes liked but rare
 - elves treated with hostility by others
- Politics:**
- Sheriff, elected, rules town
- Main Employment:**
- farming (grains), fishing, textiles
- Personalities:**
- Sheriff is greedy and cowardly
 - Lieutenant about to stage overthrow
- Description:**
- clay brick walls, wooden houses within
 - was overcrowded, now virtually empty, ghost town
- Specifics:**
- no ships in port for over a month
 - a dwarf thought to have been carrier of plague
 - dwarves likely to be lynched
 - most people have gone up the coast, no supplies
- Knowledge:**
- very few people willing to talk to strangers
 - will tell party to go away while they have time
- Merchandise:**
- all shops have been destroyed and looted
 - black market has little for sale, high prices

TOBREAR

Walled village

- Population:** 50
Race: humans
Prejudices:
- all strangers viewed as evil until convinced otherwise
- Politics:**
- village chief elected by general consensus based on age and wisdom
- Main Employment:**
- fishing, limited gathering
- Personalities:**
- Chief, old, semi-senile, very conservative has had no experience with magic
 - Chief's son, Klayd, is young, adventurous
- Description:**
- high wooded walls, wood huts, longboats on the shore, generally primitive
- Specifics:**
- hostile towards party until intentions known
 - will be taken to chief for judgement
 - Klayd may guide party through swamp (Leader must roll his **CHA** or less on 4d6)
- Knowledge:**
- Klayd knows way to Elerian, but that's all
 - has great respect for him, spoken with him twice
 - knows nothing beyond the swamp
- Merchandise:**
- dried fish and berries (iron rations) spears, nets
 - will trade for items, not money



PORT HAMPTON

Walled, port town

Population:	1000
Races:	human, elves
Prejudices:	<ul style="list-style-type: none">• gnomes, halfling, rare but honoured• dwarves accepted
Politics:	<ul style="list-style-type: none">• Council of Elders controls the town
Main Employment:	<ul style="list-style-type: none">• sailing, fishing, some farming
Personalities:	<ul style="list-style-type: none">• Council Head, wise old M.U., doesn't like stupidity
Description:	<ul style="list-style-type: none">• 30 foot stone walls surround the town, 50 foot towers at intervals• waterfront area is very crowded• wood buildings throughout town
Specifics:	<ul style="list-style-type: none">• the town guard will refuse entrance to anyone from the west because of the plague in Havorshire• no one will talk to them
Knowledge:	<ul style="list-style-type: none">• City Cypher about 100 leagues to the east
Merchandise:	<ul style="list-style-type: none">• follow the trail to Evur• practically everything• metal goods at higher than regular prices

DEEPFORD

Walled town

Population:	500
Races:	elves, humans
Prejudices:	<ul style="list-style-type: none">• forest lovers preferred (elves, gnomes, some humans)• halflings laughed at• dwarves respected
Politics:	<ul style="list-style-type: none">• Mayor, figurehead
Main Employment:	<ul style="list-style-type: none">• forestry and other wood-related industries
Personalities:	<ul style="list-style-type: none">• Mayor is a wimp, ignored most of the time
Description:	<ul style="list-style-type: none">• 20 foot wooden palisade• wooden buildings, large frontage on river
Specifics:	<ul style="list-style-type: none">• rumours have been heard about Havorshire in the south• visitors from there will be very unwelcome• barges occasionally travel down river to Port Hampton but rarely travel east to Evur
Knowledge:	<ul style="list-style-type: none">• City Cypher is a long way to the east• distance is unknown• best follow the river east, around the lake
Merchandise:	<ul style="list-style-type: none">• wood and lumber products common• very few horses, expensive



EVUR

Semi-walled port town

Population:	500
Races:	elves, humans
Prejudices:	<ul style="list-style-type: none">• dwarves and gnomes disliked• halflings accepted
Politics:	<ul style="list-style-type: none">• democracy, mayor, town guard enforces laws very strictly
Main Employment:	<ul style="list-style-type: none">• trading/bartering
Personalities:	<ul style="list-style-type: none">• town mayor, impeccably honest, gives stiff taxes on merchants, but has good town, bridge and sanitation
Description:	<ul style="list-style-type: none">• town walls, stone, 10 foot high, have been ignored• buildings, wood sprawled all around, outside of walls
Specifics:	<ul style="list-style-type: none">• wagon trains leaving every few hours for Ramalonde• passage is 5 sp each
Knowledge:	<ul style="list-style-type: none">• City Cypher is due east about 60 leagues• go to Ramalonde, follow trail to river
Merchandise:	<ul style="list-style-type: none">• practically everything

SHURCOVE

Walled port town

- Population:** 5000
Races: humans, some elves
Prejudices:
- elves not entirely accepted
 - gnomes, halflings and dwarves are a novelty
- Politics:** Council of Merchants rules town
Main Employment: sailing, trading, some fishing
Personalities: Blacksmith, loves to talk to dwarves and anyone who's seen one
- Description:**
- 30 foot stone walls, 50 foot towers
 - much of the population lives outside, but near town walls
 - all buildings wooden
- Specifics:**
- barge-like river boats are leaving every few hours for Evur, 10 sp each for passage
- Knowledge:**
- City Cypher is about 60 leagues to the east
 - the usual route is by river, go to Evur
- Merchandise:**
- practically everything

RAMALONDE

Walled town

- Population:** 1000
Races: elves, humans
Prejudices:
- dwarves tolerated
 - gnomes and halflings liked
 - elves dominate area
 - humans accepted
- Politics:** elven prince rules town, town guard is fairly slack
Main Employment: sailing, trading
Personalities: elven prince ran in the Catapult Run a while back, likes to tell stories about it
- Description:**
- high stone walls, wooden buildings inside
 - town is well contained in walls
 - barge-like ships leaving every few hours for City Cypher
 - passage 15 sp each
 - owner will stop off at the fair for a while (see Encounter P)
 - barge travels at 20 MPD average depending on wind
 - NPC parties should be a major factor in adventure by now, either just ahead, or just behind your party
- Knowledge:**
- City Cypher is due east along river, about 50 leagues
 - path follows river, can't miss it
- Merchandise:**
- practically everything, very good archery equipment

ALDABAR

Treehouse village

- Population:** 100
Race: elves
Prejudices:
- very shy and reclusive, non-elves mistrusted
 - dwarves, half-orcs barred from village
- Politics:** ruled by prince with allegiance to king
prince rules surrounding area
king rules the entire forest
fishing, gathering, bow-making
Prince, curious about area beyond forest
advisors restrain him from making any more contact with the outside.
- Main Employment:**
Personalities:
- Description:**
- trails criss-cross area below tree platforms
 - huts 90% undetectable, accessible only by ladder
 - guards know of any visitors, usually ignored
- Specifics:**
- will ignore party if possible
 - may be convinced to talk, might guide them out of forest depending on situation
- Knowledge:**
- everything about forest, very little beyond it
 - City Cypher is known to be down river, 50 leagues
- Merchandise:**
- bows, arrows, rations (if party trusted) otherwise nothing available



NPC NOTES

ROLTH TAZOR

Rolth is the single most powerful individual in the area of City Cypher and its surrounding territory. Rolth has been in charge of the Catapult Run since its inception almost 600 years ago. This gives you an idea of the resources available to him. Very little is known about Rolth because he never deals directly with anyone in public. He has many servants who tell of his wishes. Even his servants are mysterious as they disappear as soon as their duty is accomplished. Rolth occasionally appears personally, usually as a nondescript middle-aged man in poor clothes with a staff. He tries to keep his true identity a secret while mingling with his citizens. Unlike most powerful wizards, Rolth doesn't flaunt his tremendous power at all.

Although Rolth is presented in the standard NPC form, it is recommended that he not be used as an opponent for the party. Aside from the suicidal nature of the idea, Rolth is far better used as a NPC with a personality than as an opponent. Rolth is a free spirited, but incorruptably good, individual. He has an stronghold somewhere on the Astral Plane and many enemies from the infernal regions. If your party of adventurers should manage to win Catapult Run, they may be called upon to do some small task, too menial for Rolth or his servants to do, such as the clearing out of a goblin's lair for example. Rolth enjoys his privacy and maintains his mysteriousness to protect it. Even if he calls upon the party to work for him, the party will probably deal entirely with servants.

S 12, I 19, W 14, D 16, C 15, Ch 17; AC 0 (**Bracers AC 5, +3 ring of protection**, dexterity); MV 12"; L 25/15 (Magic-User/Illusionist); HP 77; #AT 1; D +2 **dagger**; **SA spells**; **SD spells**

He always carries his +2 dagger and a special cloak which can be used as a net. Rolth chooses his spells carefully and unless he has specific tasks to be performed, the spells will be mostly defensive in nature.



NPC PARTIES

The following are the statistics for the different groups your players will be competing against. Each party has been given a brief description of the general personality of the group, enough to allow you to understand them, without restricting your creativity. It is up to you to make these NPC's come alive. They have been equipped with sufficient magic to make them compatible with the campaign for which this adventure was originally designed. Other standard items are assumed to be carried. Depending on your campaign, you may wish to reduce or strengthen the NPC's. The total amount of magic that these NPC's have may seem to be quite high, but don't forget that these adventurers are the best in the area and naturally would have the bulk of the magic available. When the amount of adventuring they must have carried out is taken into account, the amount of magic listed below is very reasonable. In the map section is an overall map showing suggested routes taken and times for the NPC's. Feel free to adjust these to make the interaction between the parties as interesting as possible.

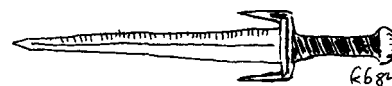
There are always corrupt individuals or groups in various areas of the race wishing to take advantage of travellers. Others will merely delay the party with sidetracks and false information. These situations are left completely to your imagination.

DWARVEN

	Class	Align	hp	S	I	W	D	C	CH	AC	Lvl	Race	Sex
1.	F	NG	76	18/97	12	14	10	17	14	-1	8	D	M
2.	F	LG	65	17	10	11	12	19	10	2	5	D	M
3.	C	LG	41	16	13	17	13	15	13	0	5	D	M
4.	F/T	N	41	17	11	12	16	16	9	1	5/5	D	M
5.	I/T	N	27	12	16	9	18	13	10	4	5/6	Gn	M

1. **Dwarven Thrower**, +3 **Plate Mail**, **Potion of Stone Giant Control**, +1 **Crossbow**, 40 bolts, **Short Sword**, **Hand Axe**
2. **Flame Tongue**, +3 **Chain Mail**, **Arrow of Direction**, **Morning Star**, **Light Crossbow**, 40 Bolts
3. +2 **Plate Mail**, **Bag of Holding**, +2 **Hammer**, **Club**
4. **Ring of Invisibility**, +2 **Short Sword**—**Giant Slayer**, **Cloak of Displacement**, **Leather Armour**, **Dagger**
5. **Robe of Blending**, +3 **Ring of Protection**, **Scroll**—**Wall of Fog**, **Misdirection**, **Leather Armour**, 2 **Daggers**, 30 darts

This group of dwarves has endured many adventures together and have entered the race for the sole purpose of winning the prize money. Their competitive instinct is well honed and will only help others if they are in danger. They won't willfully injure another party in order to win the race, but have no second thoughts about tricks to slow others down. They are from an area to the southwest of the landing spot and know the immediate area quite well. They will avoid the swamp at all costs because of previous experience there, but instead will take the trail north to **Stonemouth**.



ELVEN

	Class	Align	hp	S	I	W	D	C	CH	AC	Lvl	Race	Sex
1.	F/M-U	CG	44	16	18	12	17	16	13	2	6/7	E	M
2.	M-U/T	N	28	12	17	13	17	15	10	0	5/6	E	M
3.	F	CN	56	18/27	12	10	10	17	15	2	6	E	M
4.	F/M-U	NG	39	16	17	14	14	13	16	5	5/5	E	F
5.	F/C	NG	50	15	9	16	13	16	13	4	5/6	E	M
6.	D	N	31	14	11	17	16	15	15	4	5	1/2 E	M

1. **Ring of Wizardry**—2nd and 3rd level spells. **Robe of the Archmagi**—white, **Elven Chain Mail**, +2 **Long Bow**, 6 + 1 **Arrows**, 40 **Arrows**
2. **Boots of the Elvenkind**, **Bracers AC 3**, **Bucknard's Everful Purse**, **Leather Armour**, **Short Sword**, 30 **Darts**, **Dagger**
3. +2 **Chain Mail**, +1 **Luck Blade**, **Rope of Climbing**, **Shield**, **Hammer**, **Spear**
4. **Javelin of Piercing**, **Ring of Shooting Stars**, **Elven Chain Mail**, **Wand of Illumination**, **Long Sword**, **Long Bow**
5. **Elven Chain Mail**, +2 **Mace**, 2 **Vials Holy Water**, **Shield**
6. **Cloak of the Elvenkind**, +2 **Ring of Protection**, **Potion of Mammal Control**, **Leather Armour**

These elves entered the race for the fun of it. They would love to beat the dwarves just to see them grumble in their beards. They are confident in their ability to win and don't mind helping others that are in danger. As they get closer to **City Cypher**, they will get more and more competitive, perhaps resorting to tricks if they need to and have the opportunity. They have set up a few decoy points near **City Cypher** with some of their friends. One of these is possibly on the party's route, while the others are to the north, south and west of the city. The elves are from deep in the Great Forest and have never been in these mountains before. They'll be told by the dwarves that they are actually north of **City Cypher**, on a different island. While they don't really trust them, the elves know they can't be too far wrong if they head to the coast, so they'll march down the trail to **Southport**.

MONKS

	Class	Align	hp	S	I	W	D	C	CH	AC	Lvl	Race	Sex
1.	M	LN	36	15	14	18	18	15	16	4	8	H	F
2.	M	LN	30	16	13	15	17	15	14	5	7	H	M
3.	M	LG	22	17	10	16	16	14	13	6	6	H	M
4.	M	LN	23	18	12	15	15	16	12	7	5	H	F
5.	M	LN	16	16	13	17	15	11	13	7	4	H	M

1. **Staff of Withering**, **Ring of Regeneration**, +2 **Hand Axe**
2. **Crossbow of Accuracy**, 40 **Bolts**, **Necklace of Missiles**
3. **Medallion of Thought Projection**, **Staff of Striking**
4. **Necklace of Adaptation**, **Ring of Telekenisis**
5. +2 **Spear**, **Ring of Swimming**

This group is from the local monastic order to the north of **City Cypher**, **The League of Oktam**. They were sent by their master to compete in this race as a test of their abilities. The entire monastery is depending on them to win this race and not just to avoid dishonour. With the prize money they plan to build another monastery in the hills near **Whiteoak Lake**. They are confident in their ability to win and slightly fanatical. They will be told by the dwarves that they are in the mountains on an island to the north of **City Cypher**, but quickly realize from the angle of the sun that they are actually west of **The Merhen Marsh** and so will head down the path to the east, following the river.

ASSASSINS

	Class	Align	hp	S	I	W	D	C	CH	AC	Lvl	Race	Sex
1.	A	NE	53	13	16	13	15	12	18	2	9	H	F
2.	F/A	CE	62	16	11	12	14	12	10	7	7/7	D	M
3.	I/A	NE	48	14	12	10	12	13	9	6	6/6	Gn	M

1. **Dagger of Venom**, **Philter of Love**, **Bracers AC 3**, 30 **Darts**
2. +2 **Dagger**, +1 **Leather Armour**, **Dust of Disappearance**, **Short Sword**
3. **Wand of Magic Missiles**, **Gem of Seeing**, +2 **Cloak of Protection**, **Leather Armour**, **Short Sword**, **Sling**, 20 **Bullets**

These 3 elite assassins have been given orders to kill Solonar at all costs. Their guildmaster told them to make it look like an accident if possible. They have permission to destroy anyone or anything that gets in their way. They have no desire to win the race, but only to follow the bard and kill him. They are travelling under the disguise of being adventurers, a thief, fighter, and illusionist respectively. They claim to be from **City Cypher**. When they are teleported to their landing site, they'll immediately begin searching for the bard and will follow his trail at top speed until they catch him. The female assassin, the leader, will attempt to personally kill the bard. She likes to use her feminine guile and charm. All three are experts in tricks and deception. Don't forget their ability to adopt disguises.

BARD

	Class	Align	hp	S	I	W	D	C	CH	AC	Lvl	Race	Sex
1.	B	NG	86	18/63	14	15	17	16	15	-1	B7,F8,1/2	E	M

T9

1. **Ring of Regeneration**, **Boots of Speed**, +3 **Chain Mail**, +2 **Long Bow**, **Bastard Sword**, **Rope of Climbing**

This happy-go-lucky fellow, named Solonar, is from **Wytchwillow** and has travelled far and wide in his time, doing all sorts of good deeds in his adventures. His latest was the infiltration of the assassin's guild in **City Cypher**. Unfortunately for him, they have since found out his identity and have put a price on his head. He doesn't know this yet. He's been through the landing area before and has a good idea of where he is. He'll know the dwarves in the village are trying to trick him when they say they are north and across the sea from **City Cypher**. He doesn't mind working with the party, but works well on his own. He's a cheerful guy who'd love to win the race, but wouldn't want anyone to get hurt. He'll help those in need and is realistic when it comes to his chances of winning.



OPTIONAL MOVEMENT RULES

The rules governing movement listed in the Players Handbook are based on an underground setting, and don't satisfy the gaming requirements of outdoor adventuring. Since this module is a wilderness adventure, some changes may improve the quality of the race. The following is a new movement system designed specifically for this adventure to be used or adjusted as you see fit.

Instead of a move base, each character will be assigned a MPD number (miles per day). The base MPD for an unencumbered human is 20, or about a half mile per turn. This is based on a steady march, with no particular speed or delays. The MPD is adjusted for each character daily by the particular circumstances as outlined below.

- **Add 2 MPD** if travelling along a paved road
- **Add 1 MPD** if move base is 6" to 11"
- **Add 2 MPD** if move base is over 12"
- **Subt. 1 MPD** for every 4 hours sleep behind an 8 hour per night average

- **Subt. 1 MPD** for every 25% of hit points down from maximum points
- **Subt. 1 MPD** for every 4 miles travelled beyond the MPD of the previous day
- **Subt. 2 MPD** for hilly or rocky terrain
- **Subt. 4 MPD** for mountainous terrain
- **Subt. 6 MPD** for swampy or marshy terrain
- **Subt. 1 MPD** for every 10% of body mass carried in equipment and supplies

In order to determine the base MPD for other creatures, multiply their given move base by 1.75. Similar adjustments to the ones listed above should apply to other creatures, modified as necessary. The above rules add to the amount of record keeping required but will add to the strategy of the race and avoid the tedium of generalizations. Try the rules and modify them to suit your personality. Throw these rules in the garbage if you want to, they are meant as suggestions, not commandments.



NEW SPELL

Momentum

Level: 2	Components: V,S
Range: 1"/level	Casting Time: 2 segments
Duration: 1 turn plus 1 round/level	Saving Throw: 1/2
Area of Effect: Special	

When this spell is cast, the magic user manipulates energy drawn from the magical planes to give the person or object movement in the desired direction. The speed of the object depends on its weight, the lighter it is, the faster it can be moved. For each level of experience, the M-U can move a maximum of 100 poundfeet/round (i.e. 100 pounds at 1 foot/round, or 1 pound at 100 feet/round, or any other combination so that the product of its speed in feet/round and its weight in pounds doesn't exceed 100 per level of experience.) The spell cannot move an object up or down unless it is capable of free action in some way, or is underwater. The amount of momentum is halved underwater. The spell caster can affect several objects simultaneously if they are all within range and moved in the same direction. The spell is cumulative so that if multiple memorizations are cast simultaneously the momentum imparted is doubled or tripled accordingly. Note the offensive capabilities of moving arrows at great speeds, but remember the object moves in a straight line and can't be further affected by the M-U.

FEATURED MAGIC ITEM

Staff of the Druid

This sturdy oaken staff appears to be non-magical in all respects, however in the hands of a druid it has the following abilities:

+1 to hit, +2 damage
Speak with Animals, 10 foot radius

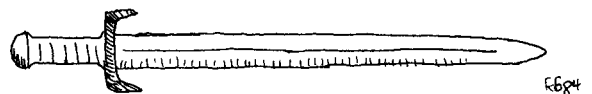
The staff enables the bearer to create the effects of the following spells at will.

Animal Friendship
Locate Animals
Predict Weather

Twice per week the staff allows the bearer to cast the following spells:

Charm Person or Mammal
Locate Plants
Cure Serious Wounds

This staff was designed and created by Dan after a lot of hard work and many sacrifices. He can't be persuaded to part with it for any price. It is the only one of its kind in existence.



WEATHER

Weather is a detail that is all too often ignored by the referee in his or her campaign. In order to make this tedious detail easier to keep track of the following 30 day weather table has been prepared. It has been based on the fact that the race is being run in early summer and if that doesn't fit into the system you are currently using modifications may be necessary.

Day	Cloud Cover	Precipitation	Temperature	Wind
1	clear		warm/cool	N: 1
2	clear		hot/cool	NE: 1
3	p. cloudy	fog/mist	warm/cool	S: 2
4	p. cloudy		warm/cool	S: 1
5	p. cloudy		warm/cool	S: 1
6	p. cloudy		warm/warm	SW: 2
7	cloudy	showers	cool/cool	SW: 4
8	p. cloudy	showers	warm/cool	SW: 3
9	p. cloudy	showers	warm/cool	SW: 1
10	p. cloudy		warm/warm	SW: 2
11	p. cloudy		warm/cool	S: 2
12	p. cloudy		warm/cool	S: 1
13	p. cloudy	thunderstorms	hot/warm	SE: 0
14	p. cloudy		warm/cool	S: 0
15	p. cloudy		warm/cool	S: 1
16	p. cloudy		warm/cool	SW: 1
17	cloudy	showers	cool/cool	SW: 4
18	cloudy	showers	cool/cool	SW: 3
19	cloudy	rain	cool/cool	SW: 1
20	cloudy	showers	cold/cold	NW: 2
21	p. cloudy		cool/cool	N: 2
22	p. cloudy		warm/cool	NE: 2
23	clear	fog/mist	hot/cool	SE: 1
24	p. cloudy	showers	warm/warm	NE: 0
25	clear		hot/warm	S: 1
26	clear	fog/mist	hot/cool	SE: 2
27	p. cloudy	thunderstorms	warm/warm	SW: 2
28	clear		hot/warm	S: 0
29	p. cloudy		warm/cool	S: 2
30	cloudy	showers	cool/cool	W: 4

EXPLANATION OF CHART:

Cloud Cover

clear 0% — 15% cloud cover
 partly cloudy 15% — 75% cloud cover
 cloudy: 75% — 100% cloud cover

Precipitation

fog/mist

- usually appears during the night
- lasts 2d8-1 hours after dawn

showers

- occasional light rain throughout day

rain

- fairly steady rain lasting several hours at a time

thunderstorm

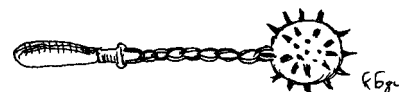
- sudden onset of a heavy downpour with lightening and thunder lasts for 1d3 turns and may include hail or sleet.
- followed by rain or showers 75% of the time.

Temperature: Day/Night (°F)

Cold below 55
 Cool 55-70
 Warm 71-85
 Hot 86+

Wind: Direction followed by wind force

Wind Force	M.P.H.
0 Calm	0-7
1 Breeze	8-18
2 Strong Breeze	19-31
3 Gale	32-54
4 Storm	55-72
5 Hurricane	73+



RANDOM ENCOUNTER TABLES

The following **Random Encounter Tables** are provided as guidelines for encounters in the appropriate terrain areas. Check for an encounter every 4 hours, based on the following probabilities; then roll on the appropriate table.

MOUNTAINS:	1-2 on d8	PLAINS:	1 on d6
SWAMP:	1-2 on d6	FOREST:	1-3 on d8
GRASSLANDS:	1-3 on d8	OCEAN:	1 on d6

Please note that not all of the encounters are fit for character consumption, and sometimes an encounter will only occur if the party actively looks for it. The exact number and strength of the monsters encountered has been left for you to determine depending on the party's condition at the time. The special events should be used on a one time basis only. Pick one you like or roll randomly for which special event is to occur, but use your imagination to make these outlines fit into the flow of the adventure.

If your roll points to harmless animals, you can use any number of ideas to make an interesting encounter. The sound of light movement in some bushes will be sure to cause an investigation. Another idea is to have them steal some supplies from someone's backpack. A small encounter of this nature is often a nice change from standard combat.

If you randomly determine that disease is to strike, it is suggested that one character in the party contracts a minor illness such as a cold or flu. Naturally the severity is up to you, but remember that a sneeze at the wrong moment could be fatal. It can be quickly cured with a **Cure Disease** spell, but the party may decide not to waste it on such a minor malady.

If the result of your roll is a lost trail, assume thy took a wrong fork in the trail. Rangers can refind the proper trail with an 80% chance, other classes have a 40% chance. If they fail their percentile roll, allow a new attempt after a half-hour. Losing the trail will reduce their distance travelled that day by 2d4 miles.

MOUNTAINS

RANDOM ENCOUNTERS

001-063 Animals, harmless	470-473 Hippogriff
064-089 Bear, Black	474-494 Hobgoblin
090-098 Bear, Cave	495-503 Leacrotta
099-119 Bugbear	504-519 Lion, mountain
120-131 Dogs, wild	520-610 Llama
132-134 Dragon, Red	611-613 Manticore
135-137 Dragon, Silver	614-683 Men, Bandits
138-200 Dwarves	684-698 Men, Berserkers
201-205 Eagle, giant	699-780 Men, Merchants
206-216 Giant, Stone	781-813 Men, Pilgrims
217-228 Giant, Hill	814-834 Ogre
229-231 Giant, Storm	835-849 Ram, giant
232-248 Gnoll	850-869 Trolls
249-283 Gnomes	870-875 Disease/Parasite
284-354 Goat, mountains	876-877 Flashflood
355-389 Goat, giant	878-879 Landslide
390-449 Goblins	880-000 Special Event
450-469 Griffons	

Special Events

1. **Goblin Bodies:** The remains of 6 very dead goblins are scattered on the trail. A ranger will be able to notice a trail through the signs of the recent battle. The trail seems to be made up by a single person and disappears after about 10 miles.
2. **Cairn of Stones:** A large pile of stones stands next to the path. On the top is a slightly weathered helmet. This 12 foot high cairn has many rumors circulating about it, and an uncertain history.
3. **Mountain Shrine:** This small, weatherproof building is empty except for a few beds and a box for offerings. Anyone staying overnight will have their footwear repaired and polished by unknown, unseen forces.
4. **Hermit:** This slightly insane human living in a cave is friendly to visitors but has very little information to offer. He likes to talk (especially to himself) and waste time.
5. **Devil's Walk:** A 200 foot long path of cloven footprints starts and stops in the middle of nowhere. The prints are scorched into solid rock and are spaced about 6 feet apart. No moss grows on the rock within 5 feet of the ancient trail.
6. **Steam/Sulphur Pits:** Dense fog surrounds these pits of bubbling, foul smelling water. This area is known as The Demon's Breath. The trail crossing this area has recently collapsed, leaving only stepping stones of questionable stability. It would take 2 hours to detour the area. The water in the upper pit is near boiling, but after flowing down it collects in a warm pool (will heal 1d6 hit points if sat in for a turn or more, once per day maximum).

SWAMP

RANDOM ENCOUNTERS

001-058 Animals, harmless	383-441 Lizard, giant
059-090 Barracuda (Salt)/ Piranha (Fresh)	442-520 Lizardmen
091-095 Basilisk	521-523 Rotgrub
096-107 Beetle, Boring	524-526 Shambling Mound
108-117 Beetle, Fire	527-580 Shrieker
118-135 Crab, giant (S)/ Crayfish, giant (F)	581-616 Snake, poisonous
136-217 Crocodile, normal	617-645 Snake, constrictor
218-235 Crocodile, giant	646-663 Spider, huge
236-238 Dragon, Black	664-694 Spider, large
239-248 Eel, electric	695-718 Stirge
249-276 Frog, giant	719-750 Turtle, snapping
277-287 Frog, poisonous	751-762 Will-o-wisp
288-291 Hydra	763-816 Quicksand
292-353 Kobold	817-821 Men, pirates
354-382 Lamprey (S)/ Leech, giant (F)	822-846 Disease/Parasites
	847-906 Moving Isles
	907-000 Special Event

Special Events

1. **Carnivorous Plants:** This vegetation is thicker than normal but easy to travel through. The branches close in behind someone entering the bushes and the leaves give off a smell which creates the effects of a sleep spell on those who fail to save vs. poison. Anyone remaining in the bushes for more than a turn will begin to be absorbed, to be fully digested 12 hours later.
2. **Abandoned Boat:** Partially drawn up on the bank of a stream is a rowboat with room for 6. Inside is a small barrel of drinking water. The bottom of the boat is rotting and will fall through after 5 hours of 300 lbs or more weight. A map case stuffed under a seat has a map showing the location of the pirate's fort.
3. **Illusionary Castle:** This large, well kept castle disappears as soon as it is approached within 10 feet. Its origin is unknown, but there are rumours of an illusionist with a poor sense of humour. The castle has been seen in several different locations, but has never been entered (at least by anyone who lived to tell about it).
4. **Dancing Lights:** As per spell of same name.
5. **Kobold's Tree:** Hundreds of skulls hang on ropes from the branches of this old gnarled willow. Signs of kobolds are all around. The tree is their altar.
6. **Witches Coven:** This small clearing has a scorched area in the centre of a pentagram. A coven of witches meets here and would be highly displeased at any disturbance. The entire area radiates evil.



OCEAN

RANDOM ENCOUNTERS

001-045 Barracuda	341-400 Mermen
046-050 Plesiosaurus	401-435 Nymph
051-149 Dolphin	436-470 Octopus, giant
150-155 Dragon Turtle	471-550 Sahaugin
156-179 Eel, giant	551-611 Sea Horse
180-187 Floating Eye	612-630 Sea Lions
188-229 Hippocampus	631-670 Sea Snake
230-235 Locathah	671-725 Tritons
236-290 Men, Merchants	726-850 Whale
291-340 Men, Pirates	851-000 Special Event

Special Events

1. **Waterspout:** A large column of water spouts 200 feet into the air about 25 yards from the ship. Everything gets wet but otherwise no effects. It disappears after 30 seconds and the water returns to normal surface appearance.
2. **Solar Eclipse:** The moon crosses over in front of the sun and darkens the sky for an hour. If ship is out of sight of land there is a 25% chance of a navigational error causing 2-5 hours extra travel time.
3. **Leak in Boat:** The ship has sprung a minor leak and all on board must help bail to keep it afloat until repairs are made. It takes one hour to finish temporary repairs.

PLAINS

RANDOM ENCOUNTERS

001-150 Animals, harmless	621-670 Men, Merchants
151-200 Ants	671-700 Men, Pilgrims
201-250 Ankhegs	701-720 Rhinos, Giant
251-280 Axebeaks	721-730 Scorpions, Giant
281-330 Baboons	751-780 Snakes, poisonous
331-340 Centipede, Giant	781-800 Spiders, Huge
341-410 Dogs, wild	801-815 Toads, Giant
411-460 Hyenas	816-855 Wasps, Giant
461-480 Kobolds	856-860 Disease
481-520 Lions	860-890 Dust whirlwinds
521-550 Men, Bandits	891-000 Special Event
551-620 Men, Nomads	

Special Events

1. **Brushfire:** A black smudge on a horizon grows in size and is soon recognizable as a plume of smoke that is quickly approaching. The fire will scare animals and generally cause delays for the party.
2. **Stampede:** Racing across the level ground is a large herd of animals. This stampede will easily trample just about anything that gets in its way.
3. **Scorpions:** One member of the party will be stung (unless precautions are taken) by a scorpion that managed to get into his boot unnoticed. The bitten character must save vs. poison or take 2d6 damage. His movebase will drop by 2" until the damage has been cured. If the first saving throw fails the character must roll again, this time at +6. Failure on the second attempt will mean death.
4. **Sinkhole:** A 20 foot wide crater in the shape of an inverted cone is lined with flat, circular rocks. At the bottom of the crater is the first of 7 steps that have been long buried and lead into darkness and danger...

FOREST

RANDOM ENCOUNTERS

001-059 Animals, harmless	480-519 Men, Merchants
060-099 Bear, Black	520-539 Porcupine, Giant
100-124 Beetle, Fire	540-579 Satyr
125-134 Beetle, Stag	580-609 Skunk, Giant
135-214 Boar, warthog	610-619 Snake, Poisonous
215-230 Centaurs	620-649 Spider, Huge
231-233 Dragon, Green	650-669 Spider, Giant
234-254 Dryad	670-699 Treant
255-310 Elves	700-713 Trolls
311-330 Fungi, Violet	714-739 Weasel
331-429 Herd Animals (Deer)	740-745 Disease
430-459 Men, Bandits	746-849 Lost Trail
460-479 Men, Pilgrims	850-000 Special Event

Special Events

1. **Emperor of the Green Crossroads:** This very insane but harmless old man will demand that the party pays homage to their emperor. He claims to be the supreme ruler of his "kingdom"—the Green Crossroads. He is prone to throw tantrums if he doesn't get his way. The nearby residents generally ignore him.
2. **Attack by Raccoons:** In the middle of the night, 5 raccoons sneak into the camp and steal some food. They can be scared off fairly easily, but if given the chance, they will eat or spoil 1d3 days of food each. They won't physically attack anybody, just cause some mischief.
3. **Deadfall Trap:** This trap is used to catch large game, such as deer. It consists of a large log that falls when triggered. If he doesn't notice the trap, the lead character must save vs. poison or take 3d6 damage. If the roll is successful then no damage is taken.
4. **Dancing Elves:** These elves dancing around a lone tree in the middle of a clearing are celebrating for no particular reason. Strangers in the area are invited to join in the festival, dwarves excepted. If attacked or threatened, they will all flee into the forest.
5. **Deer Skeletons:** In a clearing are 3 skeletons of large deer with huge claw prints nearby. If a careful search is made of the area, 2 large scales may be found. It turns out that a Green Dragon had a nice meal recently.
6. **Place of Echoes:** This small valley in which all noise is echoed, appears to have no explanation. The fact that even small noises are echoed virtually excludes surprise in the area. If checked for, a faint sense of magic may be detected.

GRASSLANDS

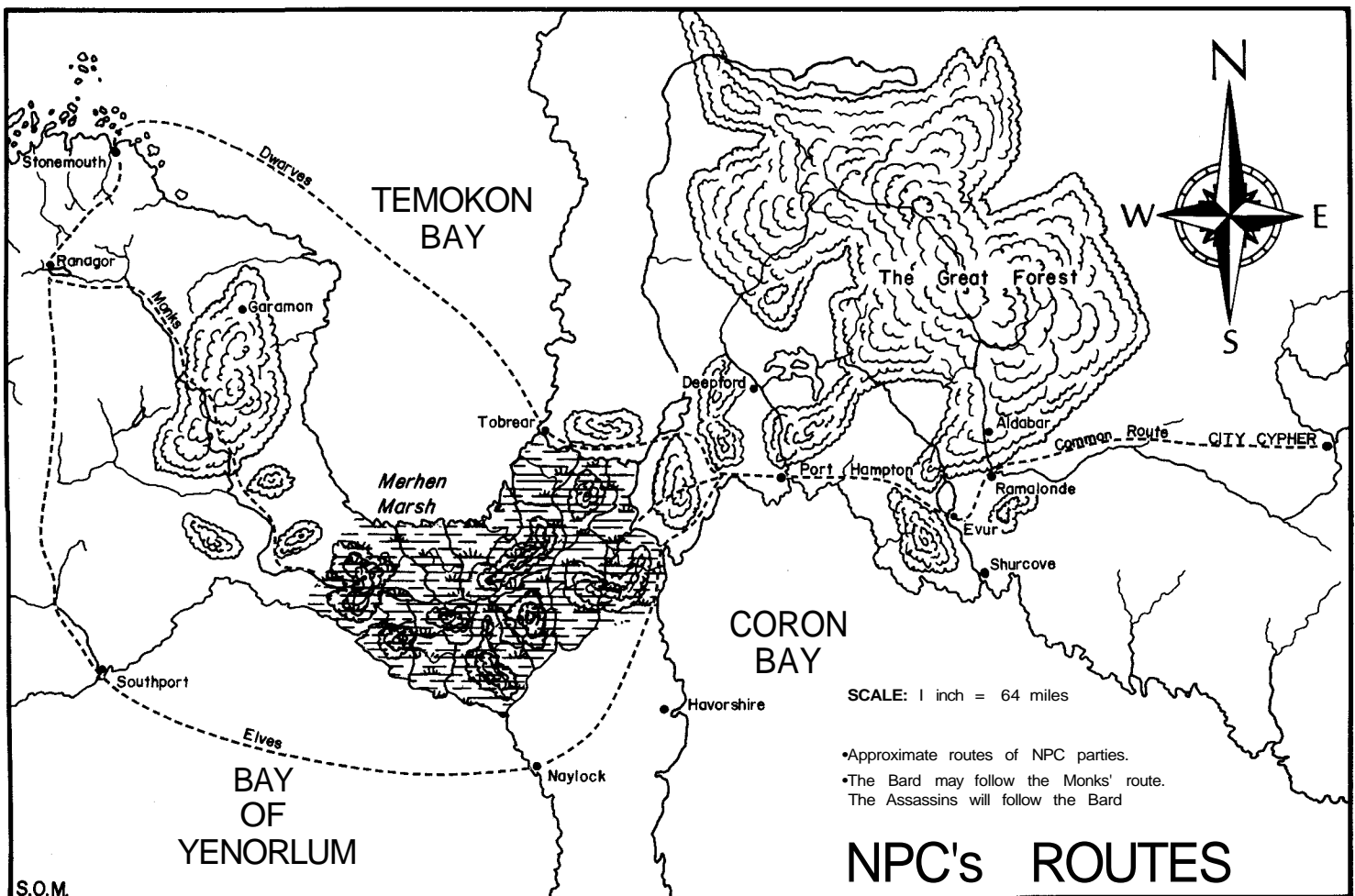
RANDOM ENCOUNTERS

001-080 Animals, harmless
081-120 Dogs, wild
121-250 Herd, farm animals
251-340 Men, Bandits
341-450 Men, Merchants
451-560 Men, Pilgrims
561-650 Travellers
651-000 Roll again on Plains Table

NPC ROUTES:

The direction that each NPC group initially heads is briefly mentioned in the **NPC Notes** section. The following chart will show guidelines for the day number from the start of the race that the NPC's reach each town. Once again feel free to adjust any or all of it as you see fit.

	<u>Dwarven</u>	<u>Elven</u>	<u>Monks</u>	<u>Bard</u>	<u>Assassins</u>
Stonemouth	3	—	—	—	SPECIAL: see NPC Notes
Southport.....	—	6	—	—	
Tobrear	5	—	—	—	
Naylock	—	7	—	—	
Port Hampton.....	12	14	14	14	
Evur	14	16	16	16	
Ramalonde.....	16	17	17	17	
City Cypher	20	20	20	20	



NOTE: The Player's Handbook and The Dungeon Master's Guide are books published by TSR, Inc. Fantasy Factory is an independent entity that is no way connected with TSR, Inc.

PLAYER CHARACTERS

The following characters are the ones for whom this adventure was designed. By comparing the strength of your party to them, you may wish to alter the strength of the encounters and NPC competition. These characters have completed the race with varying degrees of success during the Playtesting and can be used either as characters for your players or as NPC's.

Janos (Ranger, human, male, neutral good) STR 17; INT 13; WIS 14; DEX 16; CON 16; CHA 15; AC -1; Lvl 7; hp 63

Equip: +2 **Bastard Sword**, +4 **Ring Mail**, +1 **Shield**, Helm, Short Bow, 40 Arrows, Handaxe, Club

Ranok (Fighter, dwarven, male, lawful good) STR 18/75; INT 9; WIS 11; DEX 12; CON 19; CHA 9; AC 3; Lvl 6; hp 75

Equip: +3 **Battle Axe**, +1 **Chain Mail**, **Potion of Heroism**, Shield, Helm, Hammer, Heavy Crossbow, 40 Bolts, Dagger, Rope.

Ogamar (Cleric, human, male, neutral good) STR 16; INT 12; WIS 17; DEX 15; CON 13; CHA 10; AC 1; Evl 5; hp 32

Equip: +1 **Mace**, **Periapt of Wound Closure**, **Necklace of Prayer Beads**— KARMA, CURE DISEASE, CURE SERIOUS WOUNDS, ATONEMENT, Staff, Shield, 2 Vials Holy Water, Plate Mail

Aryral (Magic-User, elven, female, chaotic good) STR 10; INT 17; WIS 13; DEX 16; CON 15; CHA 12; AC 3, Lvl 5, hp 21

Equip: **Bracers of Defence**—AC 5, **Wand of Paralyzation** (37 charges), **Scroll- DANCING LIGHTS**, **MIRROR IMAGE**, FLY, 3 Daggers, Rope - 50 feet

Rikko (Fighter/Thief, halfling, male, true neutral) STR 15; INT 12; WIS 13; DEX 17; CON 13; CHA 12; AC 2, Lvl 5/6, hp 40

Equip: **Boots of Speed**, **Sling of Seeking**, +2 **Ring of Protection**, Leather Armour, Thieves' Picks and Tools, Backpack



CATAPULT RUN



KEY

ENCOUNTERS

A Rapids
B Waterfall
C Rope Bridge
D Skull Rock
E Caravan
F Bandits' Trap

G Hill Giant Feast
H Moving Isles
I Pirates Fort
J Elerian's Clearing
K Gypsy Camp
L Dan The Druid
M Elves
N Bandits

O Mob Scene
P Fair
Q Tritons
R Pirates Ship

See the text of the module for a complete description of encounters

NOTE:

1 HEX = 25 MILES

▼ is the point players are teleported to.

S.O.M.



CATAPULT RUN

A RACE OF EPIC PROPORTIONS

*Gather and band together
all ye adventurers bold!
At the foot of Korlinian
on the morrow's rise for
the challenge of the RUN!*

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as you race against seasoned opponents and
battle the vicious forces of nature. Over 600 miles
of unknown terrain to be covered,
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