



Encounter With Jarulath

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Jarulath, a young Mountain Giant, left the Giant's Homeland, Jorhemm, three years ago and has been slowly wandering in the general direction of human-inhabited lands ever since. He arrived in the area twenty weeks ago, and took up residence at the ruined and abandoned Tupillon Manor fourteen weeks ago. The manor is located on the edge of the Blue Moss Forest, a quarter mile west of the Rhumad River, 5 miles northeast of Whiterock Village.

Jarulath is accompanied by his Orc servants Urimbar, Foprack, and Cireembob, and his familiar Hrodolud, a Giant Red Fox. If Jarulath is not discovered by townsfolk or Adventurers, he moves on in 2d20+3 days.

Jarulath has been raiding outlying farms for livestock and grain (primarily at night), and has thus-far avoided being seen. In Spring his tracks (or other evidence) have recently been discovered by local townspeople on 1d20 rolls GTET 09, in Summer on rolls GTET 12, in Autumn on rolls GTET 14, in Winter on rolls GTET 17. Foprack has also raided some farms at night for food, tools, and baubles – he has been seen escaping from three barns but not closely enough for his species to be identified; his tracks have been discovered on 1d20 rolls GTET 06 in Spring, in Summer on rolls GTET 09, in Autumn on rolls GTET 12, in Winter on rolls GTET 16. Urimbar has hunted in the nearby forest and has been glimpsed from afar twice by locals, who think of him as a deranged hermit haunting the trees; his tracks have been discovered on 1d20 rolls GTET 11 in Spring, in Summer on rolls GTET 14, in Autumn on rolls GTET 17, in Winter on rolls GTET 19. Local townsfolk have seen Hrodolud's tracks but have not recognized them as being unusual. Local woodsmen also have discovered four butchered deer carcasses in the forest in the past ten days whose origin they cannot explain.

Jarulath is holding a prisoner, the teen girl, Cammidia. She was kidnapped four days ago while fishing on the banks of the Rhumad about

two miles from the manor ruins. Her pole and pack were found 64 hours ago by searchers looking for her – in Spring obvious giant-sized tracks were found in the mud near her fishing pole, otherwise tracks were discovered only on 1d10 rolls GTET 7. Jarulath is giving her to the Mountain Giant, Kleermash, to be his slave, settling an old (52 month) debt – 3 Bugbear (Warrior L3, hp1d6+25, AC14, studded leather armor, steel cap, leather gauntlets, leather leggings, spiked club and spear) servants of Kleermash arrive in 2d100 hours to collect her, guided by Jarulath's servant Cireembob (Foprack's twin). 1d12+3 hours after arriving this group takes Cammidia and departs towards the north-northeast.

COMMON ABBREVIATIONS

Feet, Foot = FT

Greater than or Equal to = GTET

Less than or Equal to = LTET

Speed+Agility Statistic = S&A

WEATHER

Weather information is given for several days of adventure time.

Winter – The winter has been mild with less snow than usual; the ground is frozen but mostly bare, with a few patches of thin snow, and drifts of snow up to 2 FT thick on the north sides of walls and rubble piles. The daytime highs are 44°F, 43°F, 40°F, 34°F, 30°F, and 25°F; the nighttime lows are 36°F, 34°F, 27°F, 24°F, 22°F, 19°F. The first, fourth, fifth, and sixth days are overcast, the fourth and fifth nights are overcast; light snow occurs on the fifth morning and heavier snow occurs during the fifth night. The Rhumad River is ice-covered with thicknesses between one-quarter inch and one inch.

Spring – The Spring has been cold and wet with a lot of rain. The daytime highs are 58°F, 55°F, 60°F, 60°F, 64°F, and 62°F; the nighttime

lows are 50°F, 47°F, 53°F, 51°F, 54°F, and 50°F. The second, third, and sixth days are mostly cloudy to cloudy, the first, second, fifth, and sixth nights are mostly cloudy to cloudy; fog occurs on the first morning, heavy rain occurs during the second night and on the fifth night and sixth day. The Rhumad River is running higher than normal, though below flood stage.

Summer – The Summer has been unusually warm with less rain than usual. The daytime highs are 90°F, 86°F, 85°F, 89°F, 87°F, and 86°F; the nighttime lows are 68°F, 72°F, 70°F, 69°F, 74°F, and 70°F. The first and second afternoons are partly cloudy, the fourth day and fourth night are cloudy, and the sixth night is cloudy; light rain occurs on the fourth afternoon, becoming heavier on the fourth night, and mists and fog occurs on the sixth night. The Rhumad River is about 20 inches below its ‘normal’ river level.

Autumn – The Autumn has been mild and dry, with strong winds. The daytime highs are 64°F, 66°F, 61°F, 58°F, 57°F, and 56°F; the nighttime lows are 42°F, 43°F, 37°F, 36°F, 33°F, and 30°F. The third, fourth, and fifth days are mostly cloudy to cloudy, and the fifth and sixth nights are cloudy; heavy fog occurs on the third morning, light rain occurs on the fifth afternoon, and heavy rain falls late on the sixth night. The Rhumad River is at near its ‘normal’ river level.

Strong winds blow throughout the six-day period from the south-southeast (from 2d12+122° at 1d10+17 mph, checked every hour).

MAP AREAS

(the map can be found at the end of the product)

1) Jarulath’s Room. A rectangular space on the ground floor of the manor, 28 FT by 14 FT by 14 FT, the south wall is in common with the remains of the second floor; blue-grey tarps (fire-proof) are pulled from the north wall to the south wall by ropes and held up by cut poles forming a

diagonal roof 10 FT high on the north to 20 FT on the south with other tarps on the east and west sides to seal the roof. The door has been enlarged to form a gap large enough for Jarulath to enter, and a huge bear pelt (5 GP) hangs across the gap. In the room are a giant-sized bed frame made of small trees lashed together covered in a fur quilt, an improvised stool made from barrels, an open-topped barrel of water, and a lashed wood tripod. Hanging on the north wall is an old stained watercolor painting of wildflowers (4 FT wide, painted by Ocandor, 148 yrs old, 83 GP), hanging on the south wall is a 3 FT burnished copper mirror (7 GP). Three iron hooks are stuck into the east wall, holding a hooded cloak, a leather hat, a giant-sized walking stick (by its wrist thong), 2 grey leather belts, a grubby old tunic, a quart canteen, an oil lantern, a copper flagon of wine, and an empty giant-sized leather backpack. Hanging from the tripod are a giant-sized guitar, lute, and horn (each in a leather case), and a studded-leather shirt. A tied leather bag in the southwest corner contains [all giant-sized]: three shirts, leather breeches, 2 sets of underclothes, a flannel vest, a pair of fur-lined gloves, a fur cap, a pair of red leather shoes, leather gauntlets, a steel open-faced helm, a curved dirk in wood scabbard, a light mace, a brass beard comb, a claw hammer, a leather punch, a wood mallet, spare instrument strings, a small (43 inch) flute, a tuning fork, an astrolabe (3938 GP), flint & steel, a folding saw, a collapsible fishing rod (5 FT), a spool wrapped with 225 yards of 40 pound fishing line, 6 fish hooks, a sewing kit, a pair of arctic spectacles, 2 empty leather scroll cases, 4 pieces of topaz (each 3d100+5d20+1500 GP), a giant white pearl (9502 GP), 2 very large pieces of amber (3293 GP, 5311 GP with trapped spider), oil flasks x4, Cure Disease Potion, Cure Moderate Wounds potions x2, Fatigue Banishing Potion, Holy Water vials x5, Pipeweed of Mental Rejuvenation, Potion of Mental Resolve, Poison Antidote Tonic, Horn of Fog, Enchanted Needle (Secret Door Pointing), and a Comic Masque. Also in the bag is a rosewood box holding 49 GSP and 22 GGP.

2) Great Hall Area. A large rectangular open area, 120 FT by 65 FT, with some segments of walls remaining on the north and west sides, and sections on the south side. The Orc Dugout is located at the east end of this area. A large fire circle made of bricks is in the middle of the area (a fire is lit from dusk to midnight every night, and whenever temperatures are LTET 55°F).

3) Water Well. A circular stone well 64 inches across, the stone is 10 inches thick by 42 inches high. The well is covered by four pieces of half-inch thick wood (breaks on 1d20 roll GTET 20-[weight in pounds/10], checked every round). A gallows-like arm holds a block-and-tackle whose 30 FT rope is attached to an old wood bucket. In Spring the water level is 70 inches below the well top, in Summer 94 inches, in Autumn 136 inches, and in Winter 147 inches (with a quarter inch of ice on top). The well bottom is 27 FT below ground level. Persons drinking from the well become ill (dysentery) 1d20 hours after drinking from the well unless rolling GTET [25-Stamina] on 1d20; after drinking from the well five days there is no further chance of dysentery. Persons contracting dysentery reduce their Agility, Stamina, and Strength statistics each by 1d4+1 while ill (onset 1d100 hours, persists 1d100+2d20 hours, fatal – save 1d20 rolls [27-Stamina]), temporarily reduce their hp by 1d10, and apply an additional -3 hit and damage modifier while ill.

4) Field Kitchen. The remains of the manor kitchen are open to the sky, a rectangular area 20 FT by 42 FT, having two beehive ovens, a fire pit surrounding a 50 gallon five-legged brass cauldron, a brick-lined roasting pit large enough to hold a butchered ox, and three iron charcoal trays covered by an iron grate (the oven, cauldron, and cooking areas have been cleaned and are usable); a wrapped pig is covered in glowing charcoal in the roasting pit. A 10 FT tall by 8 FT wide open-topped water cistern on the north side has a wide crack halfway down the east side (usually empty; in Spring a few inches of muddy water are on the bottom). A tarp is strung from the west wall to

a lashed wood frame, forming a cover over two badly scarred wood tables and three wood chairs. Another tarp is strung over an improvised table 7 FT by 6 FT by 6 FT high. A pile of cut wood 8 FT long by 4 FT high is stacked behind the north wall. Found in the area are: 3 repaired wood barrels of water, 2 dented black metal buckets, 2 pots (each two gallons), a half-gallon pot, a large iron skillet, an iron dutch oven [26 inches wide, 13 pounds], a flat copper griddle, a battered copper tea kettle, and a variety of knives, cleavers, long metal spoons and other utensils (all are orc-sized). A rusted meat grinder is bolted to one table. Three shallow wood vats sit on flat stones, one holds turnips soaking in cold water, one holds four wood plates, a polished wood bowl, a silver goblet (88 GP), two porcelain steins, a ceramic mug, and steel flatware. A rough leather tent erected immediately to the north of the kitchen holds: 22 pounds jerky, 19 long sausages, 13 pounds salted beef, a burlap bag with 20 smoked fish, 8 loaves of hard bread, a barrel of rice, a barrel of dried beans, a half-barrel of corn meal, a quarter-barrel of flour, 4 jars of sugar (each 3 pounds), a jar of honey, 4 pounds lard, 2 pounds butter, 2 sacks of oatmeal (each 15 pounds), a 10 pound sack of salt, 6 pounds vinegar, 3 jars jam, and a quarter pound of cinnamon (62 GP).

5) Tower Shell (Cammidia's Prison). The sixteen-inch thick outer shell (walls) of a square-based, four story tower stand on the northeast side of the manor, all of interior floors and the roof having long ago fallen in. An arched door once entered the tower on the south side but Jarulath has enlarged the opening to fit him. Several empty window casements are on the second, third, and fourth stories. A rusted iron pole spans two opposite window casements on the third floor, supporting a thick red-iron chain (hp14 to break) that holds a square cage (7 FT by 6 FT by 8 FT high); the cage has a wooden floor covered in straw and is 7 FT off the ground. The cage holds a teen-aged girl, Cammidia who was recently kidnapped by Jarulath. She is provided with a dirty rough wool blanket, a broken bucket hold-

ing water, and a dented chamber pot; she has been fed twice/day since being captured. An old tarp is thrown over the cage top to keep off the weather. From early fall through mid-Spring a fire is built beneath the cage and kept burning when temperatures are LTET 60°F (Cammidia is warmed without being hurt). Cammidia is tired, overwhelmed, and hysterical – if she hears (range 110 FT) potential rescuers, she screams loudly for 1d12*4 rounds and hits at the metal bars with her shoe; if no rescuer appears after that time she sobs and wails loudly for another 1d20*4 rounds.

6) Orc Dugout. A rectangular area 22 FT long by 10 FT wide, oriented from northwest to southeast across the east end of the Great Hall area. The floor is level hard-packed earth, covered in a layer of straw, dug 50 inches below the Hall floor, with a wood-plank ramp at the southeast end. Dwarves and Gnomes detect the smell of Orcs at 25 FT; while in the dugout Dwarves gag on the orc-odor unless making a 1d20 roll GTET [26-Stamina]. The dugout is covered by a mostly-watertight improvised wood roof and has a crude fireplace and chimney made of piled stones at the northwest end (a fire is laid every evening, from early Autumn through mid-Spring coals are banked each night, from late Autumn through early Spring a fire is burning during the day); the north and west dugout roof is solid wood but the east side (facing the Hall) has a twenty-inch high window down its length (usable as a firing port). A leather hide covers the door and hides are hung as awnings over the windows on the east side. The dugout contains three improvised cots with good quality blankets, two scarred wooden chairs, and an improvised wood table, a wood cask of weak beer, a four-legged stool and a woodpile. On the table are a battered old oil lantern, two wood plates, a dented electrum stein (9 SP), a dirk and whetstone, 4 wooden spoons, and a partially-whittled piece of wood; in spring and summer a rusted iron pot on the table holds fresh wildflowers. Two leather bags contain the personal property of Foprack and Urimbar: various clothing made of skins, knee-length wool cloaks, a battered

wide-brim hat, a pair of worn leather shoes, a blue silk vest with silver buttons (14 SP), a white wool sweater, leather belt with brass buckle, 2 tanned fox pelts (each 1d8+32 SP), pair of black leather gloves, a garrote, a dirk in leather scabbard, sling with 7 stone shot, leather one-quart bota, a shaving razor, a skinning knife, a slide whistle, a bag of 25 marbles, an old brass key, 3 brass rings (each 1 SP), a carved wood luck charm (no effect), 5 wooden d6, a brass Unholy Symbol of C'kaminhar (an Orcish Storm God), a moonstone (1d6+8 GP), 9 SP, and 4 GP. The dugout always has 3 flasks of oil available, an old smoke grenade (works on 1d12 rolls GTET 5, smokes 2d12 rounds, reduces visibility to 10% normal, smoke persists 3d12 rounds), a loaded crossbow, and a cavalry bow with 14 arrows.

7) Empty Room. A pile of dried leaves has blown into this room (in early Autumn, some of the leaves are Poison Ivy). Location 18 is above this room.

8) Empty Room. This room has been used many times as a shelter, with a brick-lined fire circle covered by a metal grating, an improvised wood table (human-sized), and a small pile of dried firewood. Some broken clay pottery is on the floor. On the back wall is a well-done charcoal drawing of a pair of copulating humans. Location 19 is above this room.

9) Corral. A square area 20 FT on a side, the north and east sides are the remains of walls (from 5 FT to 9 FT high), the other sides 5 FT high improvised from tree limbs. The corral holds three Giant Mountain Goats, a rough water trough, (in Spring and Summer, a pile of fresh hay), (in Autumn and Winter, three wood vats mixed with oats and wheat). Two leather leashes (each 24 FT) hang over one rail, along with a leather hood, a shepherd's crook, and a cattle prod. When the tripwire bells are heard, the Orcs let the Goats out of the corral to distract the attackers.

10) Warning Tripwire. A black string (30

pound break) is tightly strung here 20 inches from the ground, each end attached to a wood deadfall, each with a small brass bell attached; if the string is run into the deadfalls are pulled over and the bells ring for 1d3 rounds (sound range 100 FT). The string is spotted on 1d20 rolls GTET [28-Intelligence+{distance in FT}], with a -8 roll modifier at night or during storms; Rascals apply a +5 modifier. If the string is spotted it is avoided on 1d20 rolls GTET [20-Agility]; if the string is not spotted it is avoided on 1d20 rolls GTET [32-Agility]. The string is attached in such a way that the deadfalls fall on 1d10 rolls GTET 5 if it is cut.

11) Warning Tripwire. A black string (30 pound break) is tightly strung here 14 inches from the ground, each end firmly tied off to a stone; the string has five smaller strings attached that run to small (3 inch) hidden brass bells; if the string is stretched or cut the bells ring for 1d6 rounds (sound range 120 FT). The strings are spotted on 1d20 rolls GTET [30-Intelligence+{distance in FT}], with a -8 modifier at night or during storms; Rascals apply a +5 modifier. If the string is spotted it is avoided on 1d20 rolls GTET [20-Agility]; if the string is not spotted it is avoided on 1d20 rolls GTET [32-Agility]. Unstable Rubble. This 9 FT high rubble pile collapses when a person climbing over it reaches the top unless succeeding on a 1d20 roll GTET [33-Agility]; apply a +3 roll modifier for Gnome-sized creatures, +1 for Dwarves; apply a +4 roll modifier in Winter and -1 modifier in Summer; apply a -4 modifier while raining and for 2 hours after rain. Persons on the rubble pile when it collapses suffer 1d12 crushing damage (top; 1d6 at bottom); persons at the top of the pile become trapped for 2d20 rounds unless succeeding on a 1d20 roll GTET [29-Agility]. The noise of a collapsing rubble pile is heard for 350 FT. A Dwarf or persons with skill at mining successfully determines the rubble is unstable on 1d20 rolls GTET [28-Intelligence].

12) Unstable Rubble. This 9 FT high rubble pile collapses when a person climbing over it

reaches the top unless succeeding on a 1d20 roll GTET [33-Agility]; apply a +3 roll modifier for Gnome-sized creatures, +1 for Dwarves; apply a +4 roll modifier in Winter and -1 modifier in Summer; apply a -4 modifier while raining and for 2 hours after rain. Persons on the rubble pile when it collapses suffer 1d12 crushing damage (top; 1d6 at bottom); persons at the top of the pile become trapped for 2d20 rounds unless succeeding on a 1d20 roll GTET [29-Agility]. The noise of a collapsing rubble pile is heard for 350 FT. A Dwarf or persons with skill at mining successfully determines the rubble is unstable on 1d20 rolls GTET [28-Intelligence]

13) Snare Traps. Two parallel sections of standing walls form an open (unroofed) corridor 12 FT wide; twenty long tree limbs have been placed across the gap forming a sort of roof over the area. Two snares are set diagonally from one another with the ropes going over standing sections of wall, attached to deadfalls on the other side that pull the victim up and suspend them from an overhead tree limb. The ground in this area has been thickly covered in dry leaves. The snares are spotted on 1d20 rolls GTET [33-Intelligence+{distance in FT}], with a -8 modifier at night or during storms; Rascals, Woodsmen and Druids apply a +6 modifier to spot; apply a -12 modifier when snow is on the ground. If spotted a snare is avoided on 1d20 rolls GTET [18-Agility], if not spotted it is avoided on 1d20 rolls GTET [32-Agility]. A snare fails to work on 1d10 rolls GTET 9. A victim successfully avoids the snare (after it is triggered) on 1d20 rolls GTET [35-Agility]. When a snare deadfall drops the noise is heard for 75 FT. A supporting tree limb breaks on 1d100 rolls GTET [350-{weight in pounds}].

14) Deadfall Trap. An eight FT section of wall is rigged to fall (3d8 crushing damage) when a piece of wood is stepped on (tripped by depressing a thin rope buried in thin wood pipe); the area around the trigger is thickly covered in dry leaves; the trigger plate is placed 3 steps

ahead of the wall segment. The trigger is spotted on 1d20 rolls GTET [28-Intelligence+{distance in FT}]; apply a -8 modifier at night or during storms, apply an additional -12 modifier when snow is on the ground; Rascals and Woodsmen apply a +6 modifier to spot. The rigged wall segment is spotted on 1d20 rolls GTET [30-Intelligence+{distance in FT}]; Dwarves and persons with skill in the construction trades apply a +10 modifier to spot the unsafe wall. When the wall is falling, a victim avoids damage on 1d20 rolls GTET [24-Agility]. The falling wall is heard for 120 FT.

15) Skunk Oil Spray. When a thin tripwire is pulled or cut, a clamp mechanism is released which allows a stomach bladder filled with skunk oil to spray (range 10 FT, if spotted avoid on 1d20 roll GTET [22-Dexterity], when not spotted avoid rolls GTET [32-Dexterity]); the tripwire is spotted on 1d20 rolls GTET [29-Intelligence+{distance in FT}], apply a -8 modifier at night and during storms, Rascals apply a +5 modifier. The bladder is spotted on 1d20 rolls GTET [34-Intelligence+{distance in FT}], with a -10 modifier at night and during storms, Rascals apply a +4 modifier. The odor of skunk oil [after spray] is smelled at 40 FT (elves 60 FT); it naturally wears off after 3d100 hours; alcohol or vinegar washes off skunk oil but water does not. Skunk oil is sprayed in a victim's eyes on 1d20 rolls GTET [26-Agility] or [22-Agility] for Dwarves, Gnomes and similar-sized persons; an affected person is blinded 2d100 +2d12+25 rounds (or until GTET 10 rounds of water is applied).

16) Roped Corridor. A 40 FT long area between two standing sections of wall has been strung with multiple courses of a green inch rope; each rope is firmly tied to wood stakes pounded into holes drilled into the wall (100 pounds to pull from the walls); the ropes are at knee, waist, and chest heights, each course is separated by 5 FT. The ropes are spotted on 1d20 rolls GTET [25-Intelligence+{distance in FT}], apply a -8 modifier at night or during storms. Cutting each

course requires one round with a sword or two rounds with daggers or dirks.

17) Privy. A slit trench 10 FT long by 28 inches wide by 6 FT deep dug along the west side of an eight FT section of stone wall, screened by an old blanket tied to upright poles. The privy can be smelled at 30 FT (12 FT in winter).

18) Upstairs Room. An unroofed rectangular area 18 FT by 15 FT with an empty arch to the corridor overlooking the Great Hall area. The floor is grey weathered wood (breaks on 1d20 rolls LTET [person/gear weight]-250; avoid falling through the broken floor on 1d20 rolls GTET [28-Agility]). From late Spring through late Summer the south wall is thickly covered by green vines with brightly-colored marble-sized berries (sour tasting, stomach-ache 1d100 minutes after eating lasting 2d100 minutes unless save versus poison); in Autumn the back corners are deep in dried shriveled leaves. A cursory search finds a crumpled metal lantern, a dirk's hilt, a cracked quarterstaff, a broken porcelain mug, and a moldy piece of leather; a thorough search also finds a 4-power magnifying glass (38 GP), a dwarven-made lock pick, 3 adamantite needles (each 42 GP), a loose bloodstone (92 GP), and 18 SP. Stuffed into a crack in the wall behind the vines is a 106 year-old waterproof papyrus showing the location of the shipwreck of the Callinform treasure fleet ship, "King Harfred" (1d20+70 GP).

19) Upstairs Room. An unroofed rectangular area 18 FT by 15 FT with an empty arch to the corridor overlooking the Great Hall area. The floor is grey weathered wood (breaks on 1d20 rolls LTET [person/gear weight]-250; avoid falling through the broken floor on 1d20 rolls GTET [28-Agility]). The north wall supports several two-inch thick grape vines; from mid-Spring through the late Summer the leaves are green (thick with grape clusters in mid-Summer), otherwise the leaves are brown and dry. A 5 FT yellow stone statue of a Satyr stands in the northwest corner (headless, right arm missing). An empty brass

mirror frame hangs on the west wall. In Spring four Predator Stink Bugs are found here; in Summer a Gargoyle (HD 7) is here from dawn to just after dusk [he does not aid Jarulath unless his area is affected; he possesses a round hand mirror (6 GP), a silver amulet (208 SP), a gold bracelet (2904 GP), an empty silver hip flask (19 GP), three silver chalices (each 3d20 SP plus 3 GP), and a polished brass harmonica (2 GP)]; in Autumn the area is empty; in Winter a Giant Skunk hibernates under a large pile of leaves in the southeast corner.

20) Root Cellar. A rectangular room lined in stone, 27 FT long by 9 FT wide by 6 FT tall, the ceiling is 5 FT underground. The room is entered from the west down 6 rough stone steps and through an arch (hinges remain but the door is gone). The cellar is flooded to a depth of 3 FT. An ordinary skeleton is on its back under the water firmly holding a spear (pointed toward the door); the spear tip is underwater and cannot be seen – a person entering the room impales themselves on the spear (1d10 piercing damage, 1d6 if plate armor; avoid 1d20 roll GTET [28-Agility]. Persons walking into the water suffer hp1d4 from stepping on sharp metal pieces hidden under water (avoids 1d20 rolls GTET [27-Agility]). From late Spring through Summer Giant Water Moccasins have a den in the cellar.

Nearby Encounters: Persons approaching within 350 FT of the ruins performs one encounter check and another encounter check is made when leaving the ruin; when an encounter is indicated determine the monster using 3d8: [late Autumn through early Spring] (3) Giant Ram, (4) Giant Moose, (5) Giant Forest Hog, (6) Giant Snowy Owl, (7) Giant Goat, (8) Satyr, (9) Giant Wolverine, (10) Musk Ox, (11) Bobcat, (12) Panther, (13) Arctic Lynx, (14) Furry Winged Snake, (15) Ice Toad, (16) Longhorn Bull, (17) Timber Wolf, (18) Giant Reindeer, (19) Centaur, (20) Troll, (21) Greater Rats, (22) Giant Furry Stag Beetle, (23) Arctic Fox, (24) juvenile White Dragon; [mid-Spring through mid-Autumn] (3) Copper Dragon, (4) Pegasus, (5) Harpies, (6), (7) Grizzly Bear, (8)

Hippogriff, (9) Satyr, (10) Dryad, (11) Giant Weasel, (12) Widow Spider, (13) Stag Beetle, (14) Forest Boar, (15) Spiny Lizard, (16) Giant Tick, (17) Copperhead, (18) Centaurs, (19) Ogres, (20) Oakmen, (21) King Eagle, (22) Manticore, (23) Griffin, (24) Wyvern.

NPC ACTIONS AND TACTICS

Jarulath is present at the manor on 1d10 rolls GTET 7 (daylight) / 4 (dark); when Jarulath is not present Foprack is present on 1d10 rolls GTET 5 (daylight) / 4 (dark); when Jarulath is present Foprack is also present on 1d10 rolls GTET 4 (daylight) / 2 (dark). Urimbar is present on 1d10 rolls GTET 4 (daylight hours; he is always present during darkness). Apply a +2 roll modifier when it is raining or snowing. When Jarulath is not present, Hrodolud (his Fox Familiar) is with him on 1d20 rolls GTET 5, otherwise Hrodolud is found in the manor area.

When Jarulath is present determine his initial location using 1d8: (1) #2, (2) #1, (3) #1, (4) #4, (5) #4, (6) #5, (7) #9, (8) #17. When Foprack is present determine his initial location using 1d8: (1) #2, (2) #2, (3) #3, (4) #4, (5) #5, (6) #6, (7) #6, (8) #17. When Urimbar is present determine his initial location using 1d10: (1) #2, (2) #2, (3) #3, (4) #4, (5) #4, (6) #5, (7) #6, (8) #6, (9) #8, (10) #17. When Hrodolud (fox) is present determine his initial location using 1d10: (1) #1, (2) #2, (3) #2, (4) #3, (5) #4, (6) #6, (7) #7, (8) #10, (9) #11, (10) #19. Hrodolud is sleeping on 1d20 rolls GTET 11 (daylight) / GTET 16 (night); he sleeps for 2d100 rounds at a time.

When Jarulath is not initially present, he arrives on 1d20 rolls GTET 17, checked every 10 rounds; when Foprack is not present he arrives on 1d20 rolls GTET 15, checked every 10 rounds; when Urimbar is not present he arrives on 1d20 rolls GTET 14, checked every 5 rounds. Jarulath and Urimbar approach the manor with caution on 1d10 rolls GTET 4 (always if there is evidence of a disturbance); Foprack approaches with

caution on rolls GTET 6, on rolls GTET 3 when the area has been disturbed (including humanoid and mount tracks). Cireembob and his party (see below) always approaches with caution. Any inhabitant arriving at the manor approaches from a random direction determined from 1d8: (1) north, (2) northeast, (3) east, (4) southeast, (5) south, (6) southwest, (7) west, (8) northwest. When the occupants approach the manor with caution while Adventurers are present, the intruders are detected on 1d20 rolls GTET 5 by Jarulath / GTET 6 by Urimbar / GTET 7 by Foprack at a range of 1d20+1d12+1d8+25 FT.

If Jarulath is carrying a musical instrument when he comes across Adventurers, he first plays songs of confusion and sleep (Urimbar always carries ear plugs, Foprack has ear plugs at hand on 1d10 rolls GTET 4). If he does not have an instrument or if the songs are ineffective, he fights against one or two armored and experienced foes, or when there are up to five typical townsmen. Jarulath uses the walls as cover, and throws boulders to crush opponents before entering direct melee. He will not expose himself to bow or missile fire. If the apparent strength or numbers of opponents do not give Jarulath a combat advantage he attempts to sneak away before foes can see him, abandoning his gear and his henchmen. Jarulath berserks if Hrodolud is killed or becomes unconscious (+3 hit, +1d8 damage, AC-3, movement increased by +15 FT/round, 1d20+1d8 rounds).

Foprack attacks up to three intruders who are without armor/bows; Hrodolud attacks one or two intruders without thinking, attacks a group of three on 1d10 rolls GTET 4, attacks a group of four on rolls GTET 8, and runs from five or more unless supported by Foprack or Jarulath. Urimbar will attack only one unarmored intruder, otherwise he flees and hides. If there are too many intruders to directly attack (or they are too well armored), the inhabitants hide in trees and thickets near the ruin until the intruders separate or leave, then use bows, slings, and boulders (for Jarulath) to pick off

foes as the opportunity presents itself; they try to stay out of sight so intruders cannot locate them and concentrate their attack. When confronted with mounted attackers, the inhabitants cripple the mounts first then attack riders. The first critical hit by Hrodolud against a mount hamstringing them and a second critical hit breaks their neck; a second critical hit against humanoids tears ribs open the opponent's throat (dies of blood loss after Stamina number of rounds). The inhabitants abandon the Manor rather than fight against overwhelming attackers.

If any of the inhabitants come across tied/hobbled mounts, they lead the animals off at least another 400 FT before returning to attack the intruders; the animals are tethered behind a thick screen of tall evergreen bushes, far out of the sight of their riders; the animals are distressed and loudly whiny on 1d20 rolls GTET 18 when handled by Jarulath, and are distressed when handled by anyone else on rolls GTET 12; distressed mounts are audible 125 FT through the ruins.

ENCOUNTER SCALING: If the attacking party consists of GTET 12 total character levels, or GTET 6 characters (including any NPC servants or mercenaries) then add 1 additional Orc servant (Warrior L3) for every additional 5 character levels, or for every additional 2 characters/NPCs.

MONSTERS AND NPCs

Bug, Predator Stink, Type: Insect, HD3, AC30, Attacks: Bite 1d6, Foreleg Slash 1d10, Musk (5/day, rear spray, choke, nausea, save 1d20 GTET [32-Stamina]), S&A: 30, Description: mottled light/dark blue six legged insects to 5 FT long, Number: 1d8

Cammidia, female Human (L untrained), 19 years; AC2; Statistics: Agility 17, Intelligence 13, Stamina 13, Strength 11, Will 16; hp17; Good with neutral tendencies; Attacks: Punch 1d2, Kick 1d2, Dirk 1d4; Description – a very beautiful

young woman, 5 FT 3 IN, with shoulder length auburn hair worn braided, hazel eyes, long nose, high blushing cheeks, rounded chin, medium frame with large bust, slender fingers; she wears a torn and dirty ankle-length multi-colored dress, a bonnet, and black leather shoes; her father is Lykander (Scribe and Moneychanger) and her mother is Elisabeth (Ink Maker); Gear: None; Weapon Proficiencies – club, dirk; Language Proficiencies – Common (s74/r15), Keltic (s85/r40), Dwarvish (s24/r0); Knowledge – Animal Handler (canines), Cheese Maker, Dairyman, Sewing, Small Boat Handling, Swimming, Teamster; worships Edviva (monotheistic Goddess). Cammidia is hysterical when found.

Cireembob, male Orc (Warrior L4), 17 years, Grandson of Urimbar (twin to Foprack); AC16 (when armored); Statistics: Agility 18, Intelligence 12, Stamina 20, Strength 18, Will 11; hp 24; Evil with neutral tendencies; Attacks: Punch 1d4, Kick 1d3, Dirk 1d4, Scimitar 1d8, Light Mace 1d6, Light Bow with 25 hunting arrows 1d4; Description – 5 FT 1 IN, waist length black hair worn braided, heavy frame with thick neck and wide heavy hands, hazel eyes, jagged scar above the right eye, red double-eye tattoo on the left shoulder, he wears a knee-length leather shirt with a black leather belt, dark brown vest, knee-length black wool pants, black leather moccasins, and a wide-brimmed leather hat; Gear – 40 pound capacity Backpack, Bedroll, Dirk in scabbard, Scimitar in sheath, cudgel, small canteen, belt purse, studded leather armor, leather cap, short bow, 34 arrows in quiver, small wood shield, studded gauntlets, 3 short torches, flint/steel, wood mallet, 8 iron spikes, 2x 30 FT rope, oil flask x2, vial of blinding dust (save 1d20 roll GTET [34-Stamina], lasts 1d100*1d8 rounds), Potion of Strength (+1d6, 1d100*1d6 rounds), Potion of Greater Healing, Salve (Giant Insect Repelling), Sleep Inducing Potion (save 1d20 rolls GTET [36-Stamina], lasts 1d100*1d12 minutes), Ring of Disease Immunity, Stone (Warning of Monster Approach, 150 FT); Weapon Proficiencies – Sword, Short Bow, Dirk, Staff, Club, Garrote,

Bolo, Boar Spear; Language Proficiencies – Orc (s100), Common (s84/r10), Giantish (s90/r13), Dwarvish (s21/r0), Goblin (s63/r0); Knowledge – Foraging, Intimidation, Lying, Musician (Drums), Snares & Traps, Tracking, Wilderness Survival; worships Harrizzeh (Demon Lord of Wyrms). Cireembob is not initially present at the ruins; he is mostly loyal to Jarulath but may break and run under sustained attack.

Electric Elemental, HD10, hp82, AC35, Statistics: Agility 1d6+11, Intelligence 1d4+3, Stamina 1d4+12, Strength 1d6+14, Will 1d6+12; Attacks: Touch 2d8 electric damage (one-third damage on 1d20 rolls GTET [33-Stamina]) and permanently reduces armor by AC1, Overrun 3d6, 10/day: lightning bolt (range 35 FT, 2d6 electrical damage), 3/day: chain lightning (range 50 FT, 1d12 closest person, 1d10 next closest person, 1d8 third closest person, 1d6 fourth closest person); 40 FT/round; Abilities: detects mortals 75 FT, requires enchanted weapon to injure, immune to electric attack, immune to water magic, suffers double damage from earth magic, resists fire magic on 1d20 rolls GTET 14, persons striking with metal weapons suffer 1d3 electrical damage (wood haft GTET 50 inches insulates); Description: A crackling cylindrical creature made of pulsating electrical energy, appearing gold-yellow in color, standing 7 FT 4 IN tall, with 1d6 yellow tentacles each 1d12+40 inches; Gear/Language Proficiency/Knowledge: none. The Electric Elemental always moves towards the nearest mortal.

Foprack, male Orc (Warrior L3), 17 years, Grandson of Urimbar and twin to Cireembob; AC10 (when armored); Statistics: Agility 18, Intelligence 12, Stamina 20, Strength 20, Will 11; hp24; Evil with chaotic tendencies; Attacks: Punch 1d4+1, Kick 1d3, Dirk 1d4, Cutlass 1d10, Bullwhip 1d3; Description – 5 FT 1 IN, thick black hair worn cropped, heavy frame with thick neck and wide heavy hands, hazel eyes, burn mark on the left cheek, duel scar on the right shoulder, has a piece of gold chain threaded in his left earlobe, wears a heavy black wool shirt, green leather belt

with a brass boar's head buckle, black-and-green kilt, low brown leather boots, and a leather derby hat; Gear – Cutlass (+1, Flier's Bane), curved dirk (from mid-Summer to early Autumn poisoned with fresh nightshade, fatal 1d8 rounds, save 1d20 rolls GTET [34-Stamina]), throwing hatchet, leather armor, leather gloves, steel cap, leather arm protectors, Spikes of Great Climbing, 30 FT elven rope x2, waterproof leather backpack 50 pound capacity, bullseye lantern, oil flasks x4, flint/steel, brass magnetic compass (16 GP), 5 steel fishhooks, bedroll, hooded cloak, copper cook set, large canteen, Unholy Water x2, Potion of Healing, Potion of Greater Healing, Potion of Incorporeal Form; Weapon Proficiencies – Sword, Axe, Staff, Club, Spear, Javelin, Bullwhip; Language Proficiencies – Orc (s100), Common (s54/r0), Giantish (s92/r11), Dark Elven (s33/r05); Knowledge – Camp Cooking, Firestarter, Foraging, Intimidation, Knots & Rope, Lying, Tracking, Wilderness Survival; worships Ghorsalc (Demon Lord of Sacrifices). Foprack is somewhat slow and his judgment is often poor; he does not get excited easily and is steady in a fight; he is highly loyal to Jarulath and does not break and run unless ordered to.

Mountain Goat, Giant; HD 3d10, hp 1d6+14, AC9; Statistics: Agility 1d8+15 (+18 in mountains), Intelligence 3, Stamina 1d4+13 (+16 in mountains), Strength 1d3+10, Will 4, Attacks: Bite 1d3, Foreleg Kick 1d6 x2, Hind Kick 1d10, Horn Butt 1d12+2 (x2 if charging); Description – Large-sized four-legged bovine creatures about 7 FT long, standing 56 inches at the shoulder and 100 inches at the ears, with small faces having two large black eyes set closely together, a small and rounded snout tipped with a large black nose, a short forehead, and 2 large floppy ears, thick legs with wide hooves; male Mountain Goats have two large curved circular horns (14 inch diameter, points forward by 16 inches); Goats have whip-like tails 1d6+9 inches long and may be colored in any shade of grey or brown (or mottled); Gear/ Knowledge: none. Young Mountain Goats can be trained as beasts of burden and are moderately

loyal (panic on 1d20 rolls GTET 14); domesticated Goats are usually shod. A Giant Mountain Goat always retreats when the option is available unless their mates and kids are threatened. Terrain: Foot-hills and Hills, Mountain, High Mountain, High Forests, Roads (Passes).

Hrodolud, male Giant Red Fox (Jarulath's Familiar), 6 years, HD2, hp9, AC10, Statistics: Agility 14, Intelligence 9, Stamina 10, Strength 5, Will 8; Attacks: Bite 1d4+1, Claw x2 1d3; Abilities: infrared vision 150 FT, extraordinary odor sense 500 FT, move 92 FT/round – runs 130 FT/round for 2d20 rounds, horizontal jump 17 FT (running), vertical jump 8 FT (running), hides in wooded terrain on 1d10 rolls GTET 04, moves without sound in wooded terrain, telepathic communication with Jarulath 600 FT, dominate person (1/day, 30 FT, save 1d20 rolls GTET [30-Will], 1 hour); Language Proficiencies/Knowledge: none; Gear: Hrodolud wears a red leather collar with gold buckle (31 GP). Hrodolud will not leave the area while Jarulath is living.

Jarulath, male Mountain Giant, 34 years; Minstrel L6; hp 54, AC35 (when armored); Statistics: Agility 15, Intelligence 16, Stamina 26, Strength 25, Will 17; Neutral; Attacks: Punch 1d10+2, Kick 1d12+1, Sling 1d8+1, Cutlass 1d12, Spear 1d12, Boulder Throw 1d12+4; Abilities – Infrared and Ultraviolet Vision (120 FT); resists Earth Magic 1d20 rolls GTET 13; suffers double damage from Water Magic; blends into stone or rock background 1d20 rolls GTET 7; Minstrel Abilities - music soothes and tames animals, music controls fire, command voice 1/day range 50 FT for 5 minutes – save 1d20 rolls GTET [36-Will], berserks 1/day, special songs 6/day range 120 FT – confusion (save 1d20 rolls GTET [40-Will-Level], 1d10+10 minutes), heroism, sleep (save 1d20 rolls [42-Will-Level], 1d20+30 minutes), locking, opening, rusting; Gear – Jarulath wears a gold chain (3042 GP) around his neck, a Ring of Protection (+2, right hand), a Ring of Charisma Enhancement (+6 to influence and reaction, left hand), an Amulet versus Detection

and Location, and has an Armoire Charm pinned inside his hat. He also has a Giant's Dirk, light (Giant's) mace, heavy hatchet, Cutlass (+1, chain mail ripper), Spear (+2, returning, +4 versus Ursines [bears]), scale mail shirt (AC+3), studded leather gauntlets, open-faced metal helm, steel leg guards (shins, AC+3), medium rectangular bronze shield (AC+2), fireproof leather backpack (200 pound capacity), bedroll, hooded winter cloak, 3 gallon canteen on shoulder strap, hooded lantern, 1 gallon oil container x3, flint/steel, carved redwood walking stick, cudgel, d6 (5), slide whistle, lock pick, gold locket with picture of red-haired giantess (2853 GP), leather scroll case (28 sheets music, 6 blank sheets, 2 quill pens), Tonic of Alertness, Far-Seeing Potion, Cordial of Health, Poison Antidote Potion, Balm against Stoning, True Seeing Potion, Pipeweed of Vigor, Shape-shifting Potion (Polar Bear), Salve (insect repelling), Salve (protection from fire), Salve (undead repelling), platinum hip flask (Forever Mead). Inside the Armoire Charm (all are giant-sized) are: a Marvelous Tent, Ice Skates of Speed, an Ice Axe (+2), a Short Bow (Double Rate of Fire), 50 hunting arrows (1d12+2 damage), a Short Sword (+1, Singing), and 5 books of Giantish songs (each 2d100+2d12+500 GP). Jarulath wears the Om-dalish Medallion (below) on 1d100 rolls GTET 65, otherwise it is in the Armoire Charm; Weapon Proficiencies – Long Bow, Club, Dirk, Mace, Missiles (thrown boulders), Scythe, Spear, Staff, Sword; Language Proficiencies – Common (s48/r14), Dwarvish (s52/r31), Giantish (s110/r83), Northman (s28/r07); Knowledge – Animal Handler, Brewer, Instrument Maker, Musician, Ropes, Singer, Wilderness Survival, Unarmed Combat; Instrument Proficiencies – banjo, drums, flute, guitar, harp, horn, lute, pan pipes, slide whistle. Description – stands 16 FT 2 inches tall, dark tanned skin with bronze eyes, thick red-orange hair (ponytail) and beard, wearing a light-colored skin shirt, dark brown pants, thick leather belt supporting a leather purse and a long knife in its leather sheath, heavy leather high-top boots (left boot has a sheath holding a short piccolo), wide-brimmed hat; generally right-handed; he is an

excellent baritone with perfect pitch. Jarulath is a jovial person, fond of puns and bad jokes, he likes Dwarves and thinks they are comical, prefers Elves deep fried, loves all music (particularly ballads), and likes ancient Giant poetry. Although Jarulath does not go out of his way to cause damage, he is a very traditional Giant, with a very giant-centric view of other races; he and his family keep slaves from among the smaller races. Jarulath generally respects the Giant's gods but is not an active worshiper of any deity. Jarulath has a Minstrel's Familiar named Hrodolud (Giant Fox).

Skunk, Giant, HD4, hp1d8+17; AC11; Attacks: Bite 1d6+1, Foreleg Claws hp2 x2, Musk Spray Attack (5/day, range 25 FT, spread 15 FT; affected persons paralyzed 1d8+2 rounds then reduce their Agility by 2 points for 1d3+3 days or until the smell is removed); Abilities: Infrared vision (125 FT), excellent digger and burrower, Scent detection 250 FT, hearing range 325 FT; Description: A four footed furry creature about 6 FT long, with a small pointed head, and a thick bushy tail (an additional 4 FT); the Giant Skunk has a small face with small black oval eyes which are set closely together, with a long, tapered (almost conical) snout ending in a large rounded black nose, and 2 small pointed ears; the Giant Skunk has short legs with wide paws and 4 large (3-inch) claws or talons; the Giant Skunk is colored a glossy black with a wide white stripe down its back and on its tail, and 2 white stripes on its face (one on each cheek); some Giant Skunk have white paws; typically found hunting outdoors in groups of 1d3 or in a den with a group of 1d8; Skunks are generally active from dusk to dawn; they are always aggressive; a Giant Skunk carcass produces (1) 25+1d20 pounds of low quality meat that have no commercial value – the meat has an oily texture and retains some of the unpleasant taste associated with musk, (2) 8+2d12 ounces of musk from its rump glands, valued 9+1d12 SP/ounce, and (3) a pelt valued 15+2d20 SP. Gear/ Language Proficiency/ Knowledge: none. Persons sprayed with musk gag and choke-up because of the stench (save on 1d20 rolls GTET [35-Stami-

na]); persons in close contact (LTET 30 FT) with a sprayed individual also gag and choke and are forced to move GTET 15 FT from the affected person (save on 1d20 rolls GTET [30-Stamina]); Terrain: Foothills & Hills, Plans & Steppes, Temperate Forest, Moor, Dungeon, Road, Ruins, Urban, Infernal Realms.

Urimbar, male Orc, Rascal L5, 84 years, AC16 (when armored); Statistics: Agility 11 (finger dexterity 20), Intelligence 19, Stamina 13, Strength 10, Will 20; hp18; Evil with a disposition towards order/law; Attacks: Punch 1d2, Kick 1d3+1, Dirk 1d4, Cudgel 1d4, Bow 1d4; Description: Stands 4 FT 9 IN, with dark tan complexion, short thin grey hair (bald on top), grey-blue eyes under thin brows, large left ear (right ear missing), pointed chin, thick neck, sword scars on his shoulder and cheek, slender frame with long arms and fingers; he wears a dark-colored knee-length tunic over black wood pants, a purple cloth vest, a wide black leather belt with two leather pouches, black leather shoes, and a fedora hat with two green feathers; he has a ram's head tattoo on the back of his left hand; Gear – steel cap, dragon hide armor (shirt), leather gloves, padded leather leggings, snowshoes, fur-lined sealskin overcoat, lock picks (dwarven made), steel manacles and key, dirks (dwarven made, x2) in sheaths, cudgel, short bow, quarrel with 22 arrows, waterproof backpack (50 pound capacity), quart leather canteens x2, leather bandolier, hooded lantern, oil flasks x4, 6 torches, flint/steel, skinning knife, d6 (x4, fixed on 6), small bongo drum, 4 knitting needles and 3 skeins of yarn, 3 smoke bombs (smokes 1d6+2 rounds, visibility 6 FT, fills 10 FT x 10 FT), 2 vials poison (paralyzes in 1d6 rounds, lasts 2d100*2d8 rounds, save 1d20 rolls GTET [34-Stamina]), elven rope (40 FT), hemp rope (25 FT, half-inch), half pound Kord-Moss Black Tea; Weapon Proficiencies – Bow, Dirk, Staff, Sword, Spear, Boar Spear, Orc Axe, Whips, Missiles (Dart, Throwing Knife); Language Proficiencies – Orcish (s100/r0), Dwarvish (s83/r0), Elvish (s31/r0), Giantish (s100/r0), Black Dragon (s14/r0); Knowledge – Camp Cooking, Fletcher, Plant Recognition,

Poisoner, Ropes and Knots, Singer, Music (drums), Fishing, Tanner, Escape Artist, Weaver, Tall Tales, Wilderness Survival, Swimming, History (giants), Torturer. Urimbar is very shewd, an excellent judge of character, has good instincts for knowing the truth (+4 modifier), and is good at tactical combat; due to his age he is relatively infirm but he is an important leader among Jarulath's companions. Urimbar is very loyal to Jarulath and does not attempt to run unless Jarulath is incapacitated (he tries to get his grandsons Cireembob and Foprack out with him).

Water Moccasin, Giant, Type: Reptile, HD2, AC1d10+12, Attacks: Bite 1d6 (injects venom, causes gangrene in 1d20 hours, save 1d20 rolls GTET [32-Stamina]), Tail 1d3, S&A: 1d10+22, Description: any of several species of large snakes growing 10 to 20 FT, snake body is grey to light green, typical viper's triangular head, interior of mouth is white with silver fangs, forked silver tongue; Number: 1d6.

For AD&D use, substitute Bard for Minstrel, and substitute Thief or Thief-Fighter multiclass for a Rascal.

Language Proficiency: The languages known by each intelligent creature (Fopack, Jarulath, Urimbar, etc.) are specified. Their ability to speak and read each language is specified using the convention, s 1-100/r 1-100, where 's' is speech, 'r' is reading. A character succeeds in accurately speaking or reading the language on 1d100 rolls less than or equal to (LTET) the specified number. When the character fails to be accurate determine the outcome using 1d20: (01-04) minor comprehension problem – all but a few minor points are understood, (05-15) moderate comprehension problem – some aspects are misspoken or misunderstood but the major points are accurately communicated, (16-19) significant comprehension problem – most or all of the important information is misspoken or misunderstood, (20) complete gibberish – nothing is understood. Example: Cammidia, Keltic (s85/r40) – she accurately speaks in

Keltic on 1d100 rolls LTET 85 and accurately understands speech in Keltic with the same roll, she accurately reads and translates Keltic on 1d100 rolls LTET 40; accurate speech by Cammidia does not ensure an accurate understanding by persons hearing her.

ENCHANTED ITEMS

Comic Masque, Type: Miscellaneous Enchanted Object; Attack: None; Additional Abilities: While this mask is worn the wearer (1) gains the skills of Comedian and Storyteller at the Fifth Skill Level, (2) is protected against spells of mental attack, (3) is protected against all power word, (4) sees through cloth or clothing; 3/day – uncontrollable laughing (1d12 minutes, range 35 FT, save 1d20 roll GTET [33-Intelligence]), 2/day – confusion (1d20 minutes, range 20 FT, save 1d20 roll GTET [31-Intelligence]), 1/day – invisibility (only in crowd, 30 minutes), 1/day – conjure fruit (50 pounds, spray pattern, hp1d8, range 30 FT); Appearance: a white ceramic full face mask with circular eye and breathing holes, 15 inches tall by 9 inches across, the mouth painted black around the eye holes and yellow around the mouth in a contorted exaggerated grin or smile; the inner surface of the mask is lined in white linen, a thick white string or cord fastens across the wearer's head; Additional Information: while the mask is worn the wearer makes every answer into a joke or pun, the wearer knows the answer to any riddle and can tell any joke every written, the wearer is unable to tell a sad or tragic tale; Background: crafted 903 years ago for the Guildmaster of Horeg by Allensem Wiseacre, Weight: 4 pounds; Value: 16,210 GP.

Omdalmish Medallion, Attack: 1d4 striking damage (damages creatures requiring blessed or enchanted weapons); Additional Abilities: the bearer is immune to electric attack or damage[reflects 1d10 back to caster], bearer communicates with intelligent creatures from the Electric Elemental Plane (range 250 FT); 1/day – bearer calls a rainstorm [forms in 1d100 rounds,

lasts 4d100 rounds], bearer calls 'wild lightning,' lightning bolt [line 50 FT, hp3d8+2, half damage on 1d20 rolls GTET [28-Agility]; 3/week – chain lightning bolt [line 30 FT, 2d12/2d10/2d8/2d6]; 1/month – bearer summons an Electric Elemental (random range 1d100+10 FT, 1d20*1d6 rounds); Appearance: An adamantine medallion 5 inches encased in a platinum rim, one side is marked by three leafed trees on a shield surrounded by interwoven thorns [arms of the Elven House of Wrimeen, 950 years old], one side marked by three interwoven lightning bolts over a diamond; Background: Medallions of this kind were worn 700 to 1100 years ago by Priests of Visthi [Elvish Goddess of Storms] in Tral Ithinim; Omdalmish was the last Prefect of Ithinim before the Ovic Invasion 713 years ago; Weight : 0.42 pounds; Value: 18,053 GP.

Wild Lightning: Starting 1d6 rounds after wild lightning is invoked, 1d12 powerful lightning bolts land in the vicinity (radius approximately 2d100 FT) at intervals of 1d6 rounds. Lightning Effects: Determine where on the map each lightning strike hits using two 1d10 rolls, the combination specifying a grid location. Any creature in the map grid box where lightning hits suffers 3d8 electrical damage (half damage on 1d20 rolls GTET [34-Agility]); any creature in a grid box immediately adjacent to the box where lightning strikes (including on the diagonals, for a total of 8 boxes) suffers 1d10 electrical damage (half damage on 1d20 rolls GTET [30-Agility]). Any building section (especially walls) in a grid box is weakened by one lightning strike and collapses following a second strike; a weakened wall ejects shrapnel into the box for 1d8 piercing damage (avoid on 1d20 roll GTET [28-Agility]), a collapsing wall ejects hp2d8 shrapnel into the immediate box and hp1d8 shrapnel into all adjacent boxes (half damage on saving roll), any persons immediately adjacent to a collapsing building section suffers hp3d10 crushing damage (avoid on roll LTET Agility statistic). Any tree in a box hit by lightning catches fire on 1d10 rolls GTET 4; after 5 rounds of burning any tree in a box adjacent to

one where a tree is burning also begins to burn (from ejected fiery embers) on 1d10 rolls GTET 8, checked every second round. Any creature with direct line-of-sight to a lightning strike is blinded for 3d8 rounds (save 1d20 rolls GTET [32-Stamina]); line-of-sight is cut by walls, rubble piles, and GTET 2 trees. Any creature within two grid boxes of a lightning strike is stunned 1d6 rounds (save 1d20 roll GTET [35-Stamina], does not have to see the strike, apply +3 modifier when a solid stone wall is between the creature and the strike). Any creature within three grid boxes of a lightning strike is deafened 3d100 rounds (save 1d20 rolls GTET 38-Stamina], does not have to see the strike, apply +4 modifier if a solid stone wall is between the creature and the strike). If two or more building sections collapse or GTET 4 trees catch fire, the resulting smoke and dust decreases visibility in the area, apply a -3 to-hit modifier to all creatures for melee combat and a -5 to-hit modifier for missile weapons at all except point-blank range.

Bad Luck Coin, Wondrous Object; Attack: Not Applicable. Additional Abilities: While the coin is carried on one's person a 50% roll penalty is taken (\pm in whatever direction is most disadvantageous to the holder) in any situation involving random chance, probability, gambling, or luck. If 2 or more coins are carried the second coin causes an additional 10% penalty, the third coin an additional (additive) 5% penalty, the fourth coin another 5% penalty; a fifth or greater number of coins have no additional effect. A persons attempting to dispose of this coin finds it back in their pocket on 1d20 rolls GTET 7 (checked every three days). This coin is identified or appraised as a Good Luck Coin. Appearance: A shiny gold coin of antique design (often minted GTET 500 years ago), cool to cold to the touch in all temperatures; the coin has an aura of neutrality. Background: The Courts of Valarark gave these coins to condemned prisoners, 700 to 500 years ago. Weight: 0.08 pounds. Value: 3724 GP.

Pipeweed of Mental Rejuvenation, Type:

Alchemical Concoction; Attack: None; Additional Abilities: When the vapors or smoke from this pipeweed are inhaled the user's mind becomes clear, alert, and rested. A Wizard or Shaman regains four free spell casts of Basic Spells, two of Lesser Magic, and one of Greater Magic after five minutes of smoking. A Priest or Crusader regains five free casts of Devotion-category Prayers, three of Mystery Prayers, and one of Majesty-category Prayers after five minutes of smoking. Any mental influences affecting the user (fear, confusion, emotions, indecision, suggestion, mental control, etc.) are dispelled after three minutes of smoking. A user gains a temporary +2 roll bonus to succeed at any task associated with mental activity (puzzle solving, etc.), lasting a number of minutes equal to the user's Intelligence. After ten minutes of smoking the user gains a +6 saving roll bonus against spells or chemicals affecting the mind, the effect lasting 30 minutes; Appearance: a tall shrub-like plant with long, thin, glossy blue-green leaves having six to ten semi-circular extensions along its length and a thin yellow stripe running the length of the leaf, in the spring each leaf produces one small gold berry (inedible); Additional Information: the leaf has a rough texture and a licorice-like aroma; Ogres and true-Trolls are allergy-sensitive to this pipeweed and its smoke (range 10 FT); Background: This pipeweed is attributed to the Shaman Loran of Getham, called the Gardener of Gessami, who lived 1310-136 years ago; Weight: 1 pound; Value: 11,250 GP.

Anchoring Rope, Wondrous Tool; Attack: can be used as a whip, 1d6+1 damage. Additional Abilities: When thrown (range 45 FT) the rope firmly attaches itself to a support, forming an unbreakable anchor (the support structure breaks before the rope) then looses on command; the rope raises and lowers itself (with any burden) as does a winch and supports 3200 pounds (breaks on 1d100 rolls GTET 100-[weight above 3200 pounds]). The rope is treated to resist ordinary and enchanted fire. Appearance: A white hemp rope 50 feet by three-quarter's inch in diameter, fitted with gold rings every 10 inches, and a gold

ring spliced into each end. Background: This rope was woven 625 years ago by the Witch, Salomea, for her husband, the thief, Cunvelyn Niall, also called “the Raven”. Weight: 5.1 pounds. Value: 9205 GP.

Cold Resistance, Potion of, Alchemical Item; Attack: Not Applicable. Additional Abilities: When consumed the affected person is unaffected by ordinary cold to -120°F, gains a +4 save bonus versus enchanted cold, and has damage from cold-based spells or breath weapons reduced by 75%. The potion is effective for (Stamina+10)*15 rounds. Appearance: A thick white liquid tasting of honey and chokeberry, accompanied by the odor of charred mosses. Background: This potion was first brewed by the Choaplyle tribe of Zerjurtland (a region of the vast frozen Plain of Xarc) more than 1840 years ago, when they were visited by the Pashtun explorer, Al’Ambron Ver’Farn. Weight: 0.35 pounds. Value: 720 GP.

Ice Axe, Attack: +2 to hit, +1 damage, +1d10 damage to fire-based creatures; Additional Abilities: wielder is immune to cold while holding the axe, one hit pulverizes ice 7 FT by 6 FT by 3 FT deep; 1/week - touch freezes water 6 inches thick for 24 hours affecting one-quarter square mile as desired by wielder; 1/month - strike turns opponent to solid ice (must call before hit, save 1d20 GTET [37-Stamina]); 1/year- summon Ice Golem (HD10, AC50, 3 hours); Appearance: A single-blade war axe with a long curved surface made of shiny white metal (always cold to touch), a two white spikes protrude upward from the haft, the 50-inch haft is wrapped in leather made from a white seal, copper bands are at the top and bottom of the haft; Additional Information: while the axe is held the wielder speaks/understands all languages of arctic tribes and gains +4 influence roll with arctic tribesmen; Background: the traditional weapon of a Uyai Tundra Clan-Chief, the Walrus-Tusk Shaman have been making these axes at their Shrine in Blue Ice Fjord for at least 1900 years; Weight: 3.8 pounds; Value: 18,043 GP.

Marvelous Tent, Attack: None; Additional Abilities: When entered the tent appears as a fine inn with a tiled hallway leading back 60 FT toward a wooden door; the air is warm with aromas of baking bread and there are several lit lamps visible in the hall; five wooden doors are located along each side of the hall: behind each door is an identical small bedroom containing a bed, night stand, bath basin, wooden chest, and fireplace - the rooms have marble floors (with fine soft rugs) and apparent granite walls - each bed is a four-post canopy bed with satin pillows and sheets, and thick velvet blankets, muslin and gossamer is draped from each canopy - each fireplace has an ever-burning log - when commanded the bath fills itself with water of the desired temperature (soaps and scents are available) - an empty silver goblet and plate are found on the night stand and they can be commanded to be filled with food and drink (extensive drink and meal menu found in the night stand) - the chest interior measures 20 inches wide by 16 inches deep by 16 inches tall; the room at the end of the hallway is a small conference room containing: a fine mahogany table with ten sturdy padded oaken chairs, ten large ceramic mugs, a keg of hot coffee, a keg of cold beer, and a keg of hot tea; any gear left in a room when the tent is taken down and rolled up remains in that room (limit one hundred pounds/room); Appearance: a somewhat old and dilapidated wall-type canvas tent of dimensions 8 FT length by 6 FT wide by 6 FT high; the tent is typically tan or brown in color often with green stains; it comes with 2 wooden upright poles and a ridge pole; ten worn looking 10 FT ropes are attached to the tent; Additional Information: None; Background: this tent was created 1738 years ago in Karavaent by the Wizard Roarfus Telleo, for his expeditions into the waterless Waste of Oforra; Weight: 35 pounds; Value: 18,427 GP.

Pipeweed of Vigor, Attack: None; Additional Abilities: After this pipeweed is smoked five minutes the user is restored to ‘fully rested’ status (fatigue banishing), after smoking ten minutes the user gains a temporary +1d6 boost to their effec-

tive Stamina statistic lasting 1d20+1d12 minutes; the user gains an additional +2 bonus against poisons while affected and is immune to paralysis or stoning; Appearance: a bushy plant with a wide four-lobed light red or pink leaf (sometimes with darker red spots) and a rough texture, in late summer the bush develops clusters of eight-to-ten green berries (very sour, used to make dye); Additional Information: the leaf has a nutty aroma, the user applies a -3 save penalty against mental influences or control while affected by this pipeweed; Background: this pipeweed was developed 570 years by the Alchemist and leaf-grower Baltaric of Fanbley, primarily to aid his sickly brother, Gergallus, who suffered from a muscle-wasting disease; Weight: 2 pounds; Value: 7305 GP.

Weapon (Cutlass), Flier's Bane, Attack: +1 to hit, +3 against flying creatures on the ground, +6 against airborne creatures, +1d10 damage to flight-capable creatures, airborne creatures hit on rolls 15-19 lose flight ability 24 hours (limit 8000 pounds, save 1d20 GTET [40-Stamina]), airborne creatures are disintegrated on natural 20 roll (limit 5000 pounds, save 1d20 GTET [38-Stamina]); Additional Abilities: wielder detects fliers (500 FT), wielder is immune to poisons or venom of fliers, 2/week - fly ability (15 minutes, 100 FT/round), 1/month - control flier (range at domination 200 FT then up to 1 mile, 1 hour, save 1d20 GTET [36-Will], limit wielder's Will*500 pounds); Appearance: an imperial Short Sword with black leather grip made from Pegasus hide, a gold cap on the pommel, and a guard shaped like four interwoven wings - if examined closely the blade is engraved with Dwarven runes reading "I kill Flying Creatures"; Additional Information: wielder becomes **BERSERK** when in contact with fliers (save 1d20 GTET [35-Will], checked every 3 rounds), wielder will not become airborne while possessing weapon (save 1d20 GTET [38-Will], checked every 5 rounds), wielder acquires permanent fear of heights; Background: Flier's Bane weapons were made by the Elven Wizard Aelladorius about 800-900 years ago to protect the valuable flocks of the Shadowmark Valley from Hippogriff and Harpy attacks; Weight: 2.1 pounds; Value: 10,672 GP.

REWARDS

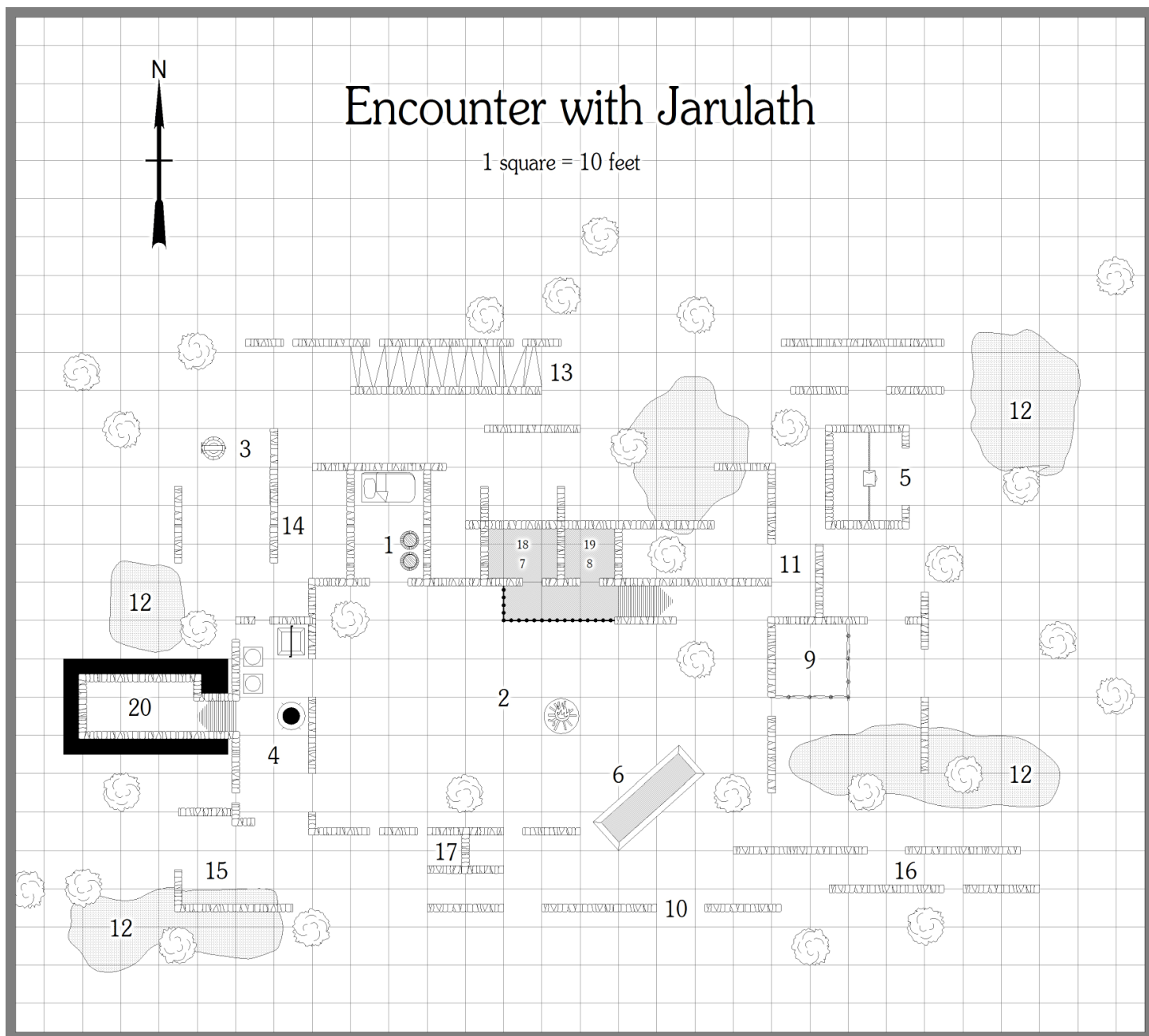
If Jarulath is killed the Adventurers are paid a bounty of 750 GP. If Urimbar is killed the Adventurers are paid a bounty of 100 GP. If Cireembob or Fopack are killed, the Adventurers are paid a bounty of 75 GP each. If any other Orcs are killed, the Adventurers are paid bounties of 50 GP each. If any Bugbears are killed, the Adventurers are paid bounties of 30 GP each. If Hrodolud is killed the Adventurers are paid a bounty of 20 GP.

If Cammidia is freed and returned unharmed the Adventurers are paid a reward of 1000 GP. Her father will offer to marry Cammidia to an Adventurer if he settles in the area (offer made only to humans of LTET 30 years, starting with highest level). Her father does not know that for nine months Cammidia has been carrying on a secret romance with Lynorn, the 19 year old son of Hrolf Aurshire, a local member of the Gentry.

If Cammidia is freed but injured in the raid, the Adventurers are paid a reward of 500 GP. The local Council locks the Adventurers into the Gaol on 1d20 rolls GTET 17. The Circuit Magistrate arrives in 1d8 days and sentences the Adventurers to 10 days labor.

If the Bugbears succeed in taking Cammidia away, and she is not rescued from them, or she is killed in the raid, the local Council locks the Adventurers into the Gaol for trial. The Circuit Magistrate arrives in 1d12 days. After their trial the Adventurers are sentenced according to 1d12: (01) 50 days labor, (02-06) 10 days labor, (07-09) 8 lashes, (10-11) 3 lashes, (12) 100 GP fine.

The Adventurers are allowed to keep all non-enchanted loot from the raid on Tupillon Manor (500 GP of coins or jewels are removed to recompense the local farms for animals and food stolen by Jarulath). The local authorities confiscate all the enchanted items that survive the raid. If Cammidia is returned unharmed each Adventurer gets to pick an enchanted item, if she is released but injured the party is allowed to select one enchanted item for every two party members. If she is not rescued or killed then the Adventurers get no enchanted items.



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| 1. Jarulath's Room | 11. Tripwire |
| 2. Great Hall Area | 12. Unstable Rubble |
| 3. Water Well | 13. Snare Traps |
| 4. Field Kitchen | 14. Deadfall Trap |
| 5. Tower Shell (Cammidia's Prison) | 15. Skunk Oil Spray |
| 6. Orc Dugout | 16. Roped Corridor |
| 7. Empty Room | 17. Privy |
| 8. Empty Room | 18. Upstairs Room |
| 9. Corral | 19. Upstairs Room |
| 10. Tripwire | 20. Root Cellar |